

PRIMA'S OFFICIAL STRATEGY GUIDE

GAME BOY®

GAME SECRETS, 1999 EDITION



**COVERS 12
GAME BOY
TITLES!**

PRIMA'S OFFICIAL STRATEGY GUIDE

POKÉMON

Gotta catch 'em all!



Covers
Both
Red & Blue
Versions!



Elizabeth Hollinger



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PRIMA BATH

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Game Boy® Game Secrets, 1999 Edition

Prima's Official Strategy Guide

Stuart Campbell

Foreword

The **Game Boy** is probably the greatest videogaming phenomenon of all time. Since its launch in 1989, it's sold tens of millions of consoles, and its popularity shows no signs of abating. In fact, since the advent of the incredible color version of the machine, sales have rocketed to the point where it seems like everyone in the world must have played *Tetris* and *Super Mario Land*. Of course, playing the games is easy—it's finishing them that's the trick, and sometimes even the most skilled of players needs a little help.

Welcome, then, to *Game Boy Game Secrets, 1999 Edition*, the authorized and official guide to all the best Game Boy and Game Boy Color games of both the past and present. In these pages you'll find hints, tips, guides, cheats, secrets, and walkthroughs that'll help you blow all your favorite games wide open. Whether you're stuck on a particular level, missing one last hidden item for that elusive 100% score, or simply getting totally crumped every time you press START, there's something in here to help you out. So don't sit there listening to me go on about it—turn the page, switch the power on, and start winning!

Dedicated to Ellen Annie

Stuart Campbell





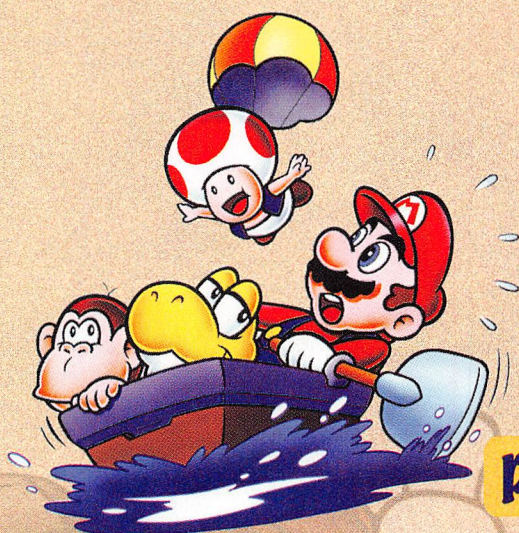
Contents

GAME BOY COLOR	3
Game & Watch Gallery 2	4
Wario Land II™	10
The Legend of Zelda: Link's Awakening DX	12
GAME BOY	28
Donkey Kong Land	29
Donkey Kong Land 2	31
Donkey Kong Land III	35
Kirby's Dream Land	40
Kirby's Dream Land 2	44
Pokémon	55
Super Mario Land	92
Super Mario Land 2—6 Golden Coins	93
Wario Land	95



Although it's only been around for a few months, the Game Boy Color is already one of the most spectacular successes in the history of games hardware. Not only can it run the entire catalogue of original mono Game Boy titles—in a choice of color schemes!—it also boasts a whole bagful of fantastic brand-

new titles, up to four times the size of original Game Boy games, in full glowing color. In addition to all-new original titles, the Game Boy Color also plays host to enhanced versions of old favorites like *Wario Land II* and *The Legend Of Zelda: Links Awakening*, with whole new sections as well as beautiful new graphics, and you'll find all the best games from both categories in the following pages.

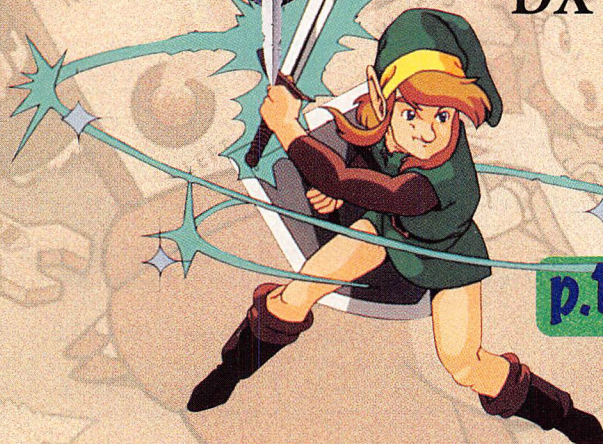
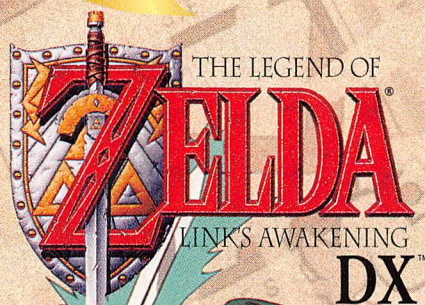


GAME & WATCH
GALLERY 2

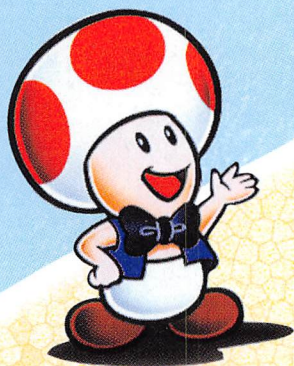


p.10

3



p.12



GAME & WATCH GALLERY 2

Take a trip through gaming history with Mario, Wario, Yoshi, and the rest of the gang!



Star Secrets

Game & Watch Gallery 2 holds many secrets, all of which are accessed by winning stars.

You get a star every time you score a multiple of 200 points in any game, up to a maximum of five stars per setting for each game.

Unlock Soundstation

You can unlock the Soundstation by getting six stars, at which point Toadstool will invite you to use it.

Unlock Museum

When you get 10 stars you can enter the Game & Watch Museum. The first game revealed to you is *Donkey Kong*.

Play Classic "Ball"

Get 15 stars and you'll be able to unlock the secret "Classic" version of *Ball*.

Reveal "Oil Panic"

Collecting 20 stars will cause

Oil Panic to appear in the Game & Watch Museum.

Play Yoshi Ball

Get 25 stars and you'll be able to unlock the first "modern" version of *Ball*, the Yoshi version.

Reveal Green House

When you've collected 30 stars, you'll unlock the *Green House Exhibit* in the Game & Watch Museum.

Play Mario Ball

Get 35 stars to unlock the secret "Mario" version of *Ball*.

Reveal "Life Boat"

Amass a collection of 40 stars to unlock *Life Boat* in the Game & Watch Museum.

Reveal "Donkey Kong Junior"

Your reward for getting 50 stars is to unlock *Donkey Kong Junior* in the Game & Watch Museum.

★★ GENERAL TIPS ★★ GENERAL TIPS ★★

Play "Helmet" as Wario

Play the game as usual on Easy setting. Make sure you lose the game before you've scored 100 points. Now, at the Game Over screen, select "Retry." You'll restart the game as Wario.

Change the Border Display

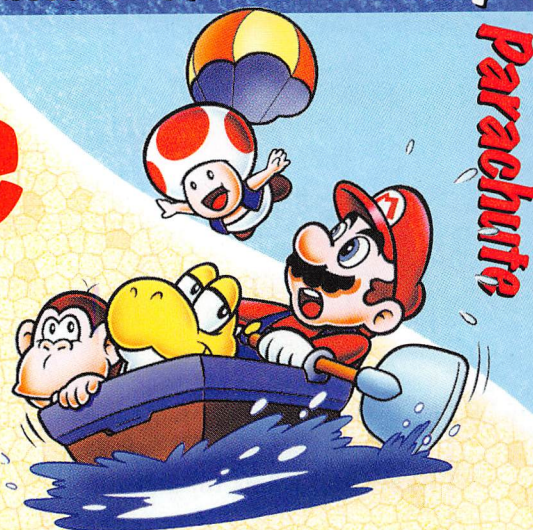
Pause the game and press **Ⓢ** to change the border picture.

Reset Game Pak Memory

If you want to clear out the memory and start again, press **↑, ↑, ↓, ↓, ←, ←, →, →** on the main screen.

Games Guide

Game & Watch Gallery 2 consists of five basic games. Each has an original mode that looks and plays just like the original *Game & Watch*, as well as a "modern" version that has updated graphics and considerably enhanced gameplay. Collecting stars (see page 4) also unlocks a game called *Ball*, which has various versions. Here's a basic guide to every single game variant on the Game Pak....



"Parachute:" Classic Version

A bunch of parachutists are jumping from a helicopter over a shark-infested sea. In your emergency lifeguard's dinghy, you must catch them before they fall into the water. If you let any parachutists die, it's you who loses a life.

Scoring

Catch a parachutist: **1 point**



★★ TIPS ★★ TIPS ★★

- If parachutists jump directly below the helicopter, they will fall faster than if they jump elsewhere.
- You can still move the boat while someone is in the water being eaten by the shark, so be careful not to lose two in a row.
- In Hard mode, some parachutists can get stuck in the trees for a while. Watch out for them when they drop out.
- Get 200 and 500 points for an extra life, but only if you've previously lost at least one life.

"Parachute:" Modern Version

★★ TIPS ★★ TIPS ★★

- If you see a Toad drop down to midrange before opening its chute, it will go in the cannon. Catch it when it's fired back out.
- At every 100 points, three eggs come down from the ship. One contains a star, another contains a ghost, and the third is empty. Catch the stars for bonus points. If you get a ghost, you must avoid the bombs that are fired at you. Catching one will break the ship, and you'll lose a life.
- If you get 200, 500, or 700 points and have lost at least one life, three question marks will appear. One of the question marks will contain an extra life.

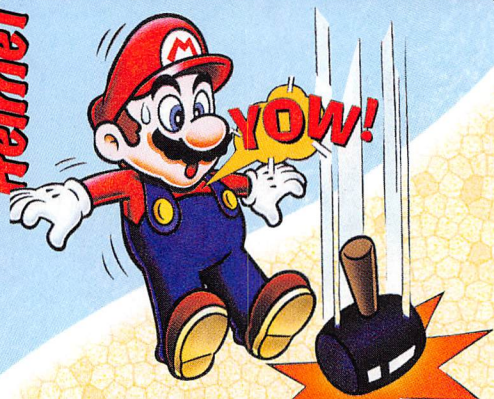
The basic gameplay, as with all the "modern" games, is essentially the same as the "classic" mode. This time, however, there are three different types of parachutist. Toads always open their parachutes at the top of the



screen, Monkeys open theirs just before hitting the water, and Yoshis tend to open their parachutes somewhere in the middle.

Scoring

Catch a character: **1 point**
Get a star: **5 points**



★★ TIPS ★★ TIPS ★★

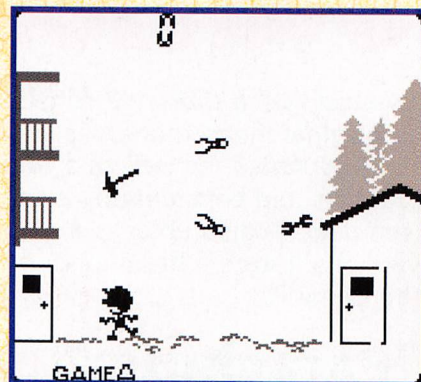
- Earn 200 points for an extra life.

“Helmet:” Classic Version

You must run between your house and your friend's house, dodging the constant rain of tools that are inexplicably falling from the sky. If any hit you, you lose a life.

Scoring

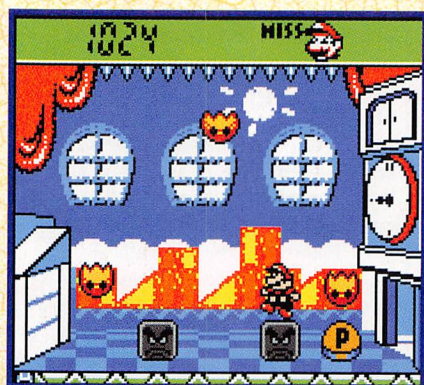
- Go through door: **5 points**
- Let three tools fall while door is closed: **1 point**



“Helmet:” Modern Version

The “modern” version of *Helmet* takes place on three different stages. The first stage is in the Mushroom Kingdom, where a Koopa Troopa throws objects down at you. The second stage puts you in the sky, where you must avoid spiky balls thrown

by a Shy Guy. The third and final stage takes place in Bowser's castle, where bouncing Podaboos and Thwomps sometimes rise up and try to squish you against the ceiling when you stand on them.



Scoring

- Collect coin: **1 point**
- Reach other side of screen: **5 points**
- Reach other side of screen with 1 coin: **6 points**
- Reach other side of screen with 2 coins: **7 points**
- Reach other side of screen with 3 coins: **8 points**
- Reach other side of screen with 4 coins: **13 points**
- Reach other side of screen with 5 coins: **15 points**
- Reach other side of screen with 6 coins: **17 points**
- Reach other side of screen with 7 coins: **26 points**
- Reach other side of screen with 8 coins: **29 points**
- Reach other side of screen with 9 coins: **32 points**
- Pattern continues, adding 3 points per coin.

★★ TIPS ★★ TIPS ★★ TIPS ★★

- You can get coins by hitting the P-switch. Carrying coins to the other side gets you bonus points (see “Scoring”), but for every three you carry, you'll move more slowly.
- In the first stage, three different items fall down on you. The spiky bombs move fastest, then the hammers. The ghosts are slowest.
- When you get to 200, 500, or 700 points, a heart will drop down. Get the heart for an extra life.
- To avoid being killed by Thwomps, simply get off if they start rising toward the ceiling. Be careful not to get caught under them when they come back down.

“Chef:” Classic Version

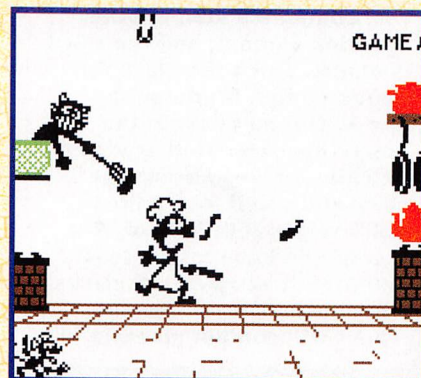
★★ TIPS ★★ TIPS ★★

- Sometimes the cat on the left side of the screen grabs the sausage with a fork, giving you a chance to rescue it before the cat takes the fork away.
- If you score 200 points and you've lost any lives, you get one of them back.

Some careless chefs are tossing food around in their kitchen. You must keep it off the floor, otherwise it'll be eaten by mice and you'll lose your job (well, a life, actually).

Scoring

- Catch piece of food: **1 point**



"Chef:" Modern Version



In the "modern" version of this game, you're Princess Toadstool. Besides just keeping food off the floor, you must juggle it in the air until it's cooked (Yoshi likes his food medium rare). When it's done, you must feed it to hungry Yoshi, but be careful not to feed him too

much overcooked or undercooked food—he'll get sick.

★★ TIPS ★★ TIPS ★★ TIPS ★★ TIPS ★★

- If Yoshi eats five cooked items in a row, he'll lay an egg. If you get him to eat another five cooked items in a row, the egg will hatch into a Baby Yoshi. This Yoshi will grow up if you give it five cooked items in a row, and then will repeat the cycle for itself.
- While Yoshi is growing or laying an egg, he won't be able to move for a short while (though he can still eat food normally). You'll have to catch food that's coming down, unless it falls under Yoshi.
- When you get 200, 500, or 700 points, a heart appears. If Yoshi eats the heart or falls on the Princess's frying pan, you get an extra life.

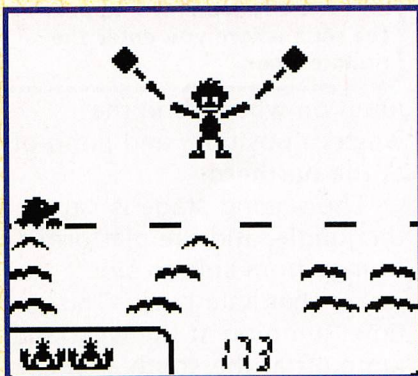
Scoring

Flip food into the air:	1 point
Yoshi eats uncooked food:	1 point
Yoshi eats cooked egg:	2 points
Yoshi eats cooked sausage or steak:	4 points
Yoshi eats cooked fish or chicken:	7 points
Yoshi lays egg:	5 points
Baby Yoshi grows:	5 points
Yoshi hatches egg:	20 points



"Vermin:" Classic Version

You've got a garden full of moles. Whack them back into the ground with a hammer!



Scoring

Whack a mole:
1 point

★★ TIPS ★★

- In Hard mode, watch out for moles appearing in the middle hole.

"Vermin:" Modern Version

Instead of holes in the ground, you must defend six Yoshi eggs from attacks by Koopa Troopas (slow), Shy Guys (fast) and Boos. If an egg is hit three times (the first two times it just cracks), it'll break and you'll be out.

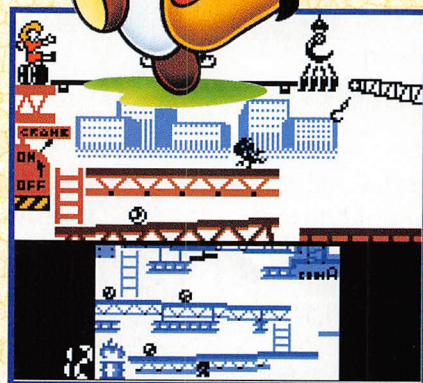
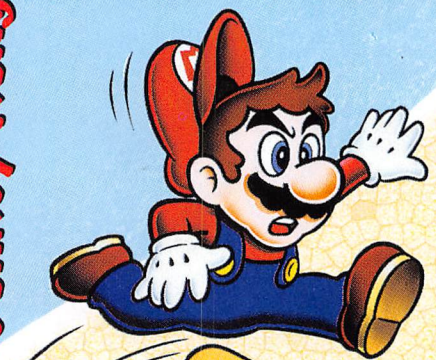


Scoring

Each enemy you stop:	1 point
Each perfect egg at every 200 points:	5 points

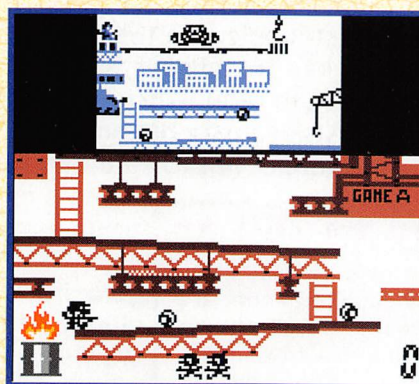
★★ TIPS ★★

- At every 200 points, the non-cracked eggs reveal bonuses. If you must choose between protecting an undamaged egg and one that has already taken one hit, save the undamaged one.
- At 300, 500, and 700 points, a heart appears on the bottom row. Get the heart to repair one hit's worth of damage on all the eggs.



"Donkey Kong:" Classic Version

Climb to the top of the building site, while dodging barrels, rushing past low ceilings, and climbing ladders,



Scoring

Jump over barrels on bottom floor: **1 point**
 Jump over barrels on middle floor: **2 points**
 Time bonus for reaching cage: **5 to 20 points**

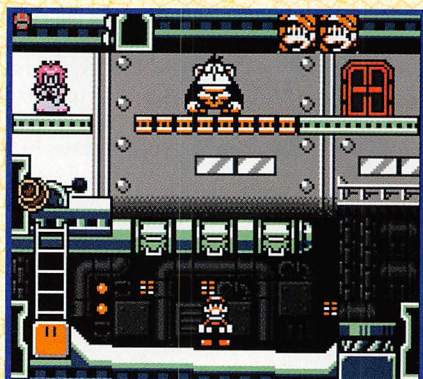
★★ TIPS ★★ TIPS ★★

- It's much easier to jump onto the hook when it's coming back toward you than when it's swinging away from you.
- When you get 300 points, you get an extra life. If you've managed not to lose any lives up until this time, all point values are doubled.

to rescue your girl from the big bad ape. To reach the cage where she's being held prisoner, you must make a daring leap to a swinging hook.

8 "Donkey Kong:" Modern Version

This game also has a three-stage modern version. Each stage plays the same way, except for the following differences: Near the top of every stage is a switch you activate to set some kind of platform moving. In the first stage, you're in a factory. The moving platform moves around the four compass points in a clockwise direction.



★★ TIPS ★★ TIPS ★★

- In later levels, a Koopa Paratroopa flies across the screen. If it stays up, don't jump until it's safe. If it comes down, hide under the second platform to be safe. If you jump on the Paratroopa, you'll be temporarily paralyzed.
- For lots of bonus points, wait in the middle of the bottom floor and jump over barrels as they come past. They'll cause Koopa Troopas to come out, who you can jump on for points before jumping over the next barrel.
- When you reach 200, 500, or 700 points and have lost a life, an extra life heart will appear at the pipe where you enter the middle floor.

Jump on when it's in the western position, and jump off at the northern.

The second stage is set in the jungle, and the platform swings from side to side rather than in a circle. This time, jump on at the west and jump off at the south.

In the third stage, you're in the mountains, and the switch triggers some clouds. At first you can just jump straight across, but later you'll have to jump on the first cloud and wait for the second one to disappear and then reappear before you can get safely over.



Scoring

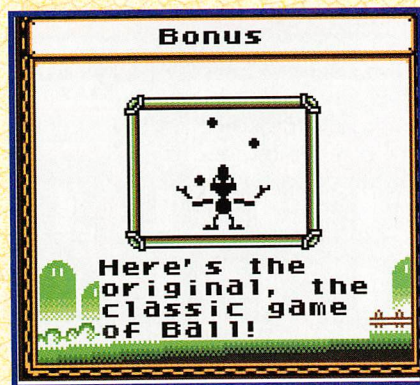
Jump over barrel or enemy on bottom floor:	1 point
Jump over barrel on middle floor:	2 points
Jump over enemy on middle floor:	3 points
Jump on Koopa Troopa on bottom floor:	5 points
Time bonus for clearing screen:	5 to 20 points



"Ball:" Classic Version (revealed with 15 Stars)

★★ TIPS ★★ TIPS ★★

■ This game gets really fast, so learn the patterns of the balls to survive. It's all about practice and speed.



A very simple ball-juggling game. Drop a ball and you lose.

Scoring

Catch a ball (Easy mode):	1 point
Catch a ball (Hard mode):	10 points

Yoshi version (revealed with 25 Stars)

★★ TIPS ★★

- You get bonus coins every 100 points (Yoshi version) or 200 points (Mario version).
- When you're near a 100-point interval in any version, bombs or fireballs fall down at you. If you catch one, you lose a life.
- In the Wario version, an object will sometimes fly up off the screen. When it does, it's going to come down again pretty soon, so be ready for it with your tennis rackets positioned in the center of the screen.



Mario version (revealed with 35 Stars)

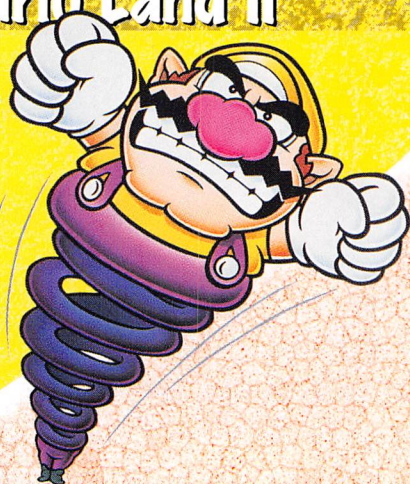
Wario version (revealed with 45 Stars)

These are three "modern" versions of the same game. The only differences are the graphics and difficulty level.

Scoring

Collecting a coin:	2 points
Catching all coins:	20 points

Juggling a heart:	2 points
Juggling other items:	3 points



Mario's purple-nosed nemesis sets out to battle the Princess!

Alternate Story

To get a completely different story sequence with new levels, stay in bed at the start of the game when the alarm clock is ringing. Don't press any buttons, and eventually two enemies come along and carry Wario off in his dreams to the new story.

D.D. It's a *Game & Watch* type of game, in which the Flagman goes through a sequence of numbers and you have to repeat the sequence after him.



10

Defeat the Princess

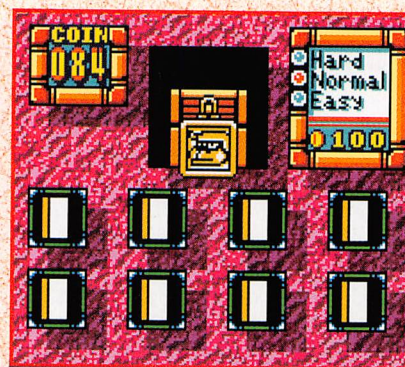
The game's last boss is the Princess. To defeat her, jump on the spearmen she throws at you and pick them up and hit her with them. After two hits, the fire will slow down, and the princess will start throwing bombs at you. Catch the bombs in the air as they come out (if you let them hit the ground, they'll explode and create two fire enemies) and then throw them into the fire as the Princess passes over it. The fire will flare up and hit the Princess. Do this twice to defeat her and win the game.

Bonus Game

When you finish the game with 100% Stage Clear, Treasure, and Map Pieces, you'll get a bonus game called *Flagman*.

Instant Reset

If you're stuck or just want to reset, press SELECT, START, (A), and (B) all at the same time. You'll have to start over from your last save point, but you won't lose coins or items.



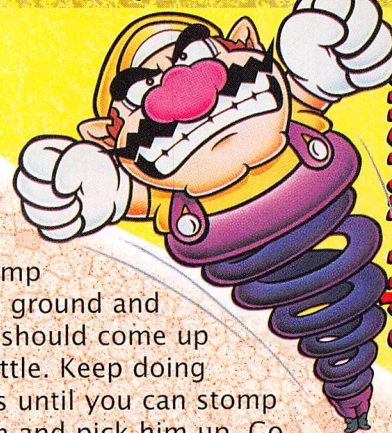
Don't blink at this point.



You'll need every secret coin.

Traction on Conveyor Belts

To prevent yourself from moving on a conveyor belt, carry an enemy with you. As long as you're doing this, you'll move normally.



Shove the stove to jump on it.

Secret Exits

Wario Land II is littered with secret routes and exits that can cause the game to follow a completely different path to the end, as well as giving you several different possible endings. Following are descriptions of some of the secret exits.

Escape from the Factory

From the start, go right and through the door under the normal exit. Continue right and fall through the first hole you come to. Then head right, smashing the blocks along the floor as you go. You meet a bottle-throwing enemy. Under him on the floor is a block with a circle in the center. Smash through the block and go left to find the secret area.

Drop the Anchor

Go through the first room. In



Explore every door for secrets.



the second room, break the blocks on the floor and fall down the long shaft. Clear out all the walls, especially the wall on the left. Pick up the guy who walks around and punches, and throw him at the left wall until you come to a door. Go through this room to find the exit. The *S.S. Teacup* will sink and the game goes on a different route.



I think you've upset him....

Escape from the Ruins

Go through the level until you come to the long shaft with ducks all the way up on both sides. Behind the lowest duck on the right side is a breakable wall. On the other side is a switch. Hit the switch to make the blocks rearrange. Now go back through the door on the bottom and find the exit.

Anyone for B-Ball?

Go to the room with the boss door. Go under the stairs on the left, to the platform that's right over the guy with the spear. When he's under the little platforms that are two blocks wide, jump up and

stomp the ground and he should come up a little. Keep doing this until you can stomp him and pick him up. Go over to the wall by the boss door and throw the bad guy at it. Keep going until you break through two walls and you can find your way to the end from there.

Defeat the Giant Snake

In the very first room, break the floor where the coin arrow indicates. Enter the underground room that opens up. Go up the long shaft on the left side of the underground room. At the top of the shaft, break the wall to the right and proceed all the way to the right side of the room, past the zombie. Go through the door here and into the next room. Go all the way to the right until you see the door with the two big blocks to its right. Break the top block and the wall next to it. Keep going all the way in, roll down some stairs, and find the alternate exit.



Look out! A monkey!



The Legend of Zelda: Link's Awakening DX

Picture Locations



Help Link discover all the secrets of Koholint Island, including its all-new secret color dungeon!

12

Where to Get Your Picture Taken

Picture 1: When you first meet the photographer in his shop, answer "Yes" to all his questions to get a happy picture. (Answer "No" to his

questions for a different picture.)

Picture 2: When Marin is following you, go to the cliff on the left side of Toronbo Shores.

Picture 3: While Marin follows you, jump into the well west

of Mabe Village and stay still when you land. Marin will fall on top of you, and the photographer will get a picture of you looking hurt.

Picture 4: Still with Marin, walk in front of the rooster statue. Tarin will come and you'll get a picture.

Picture 5: Look in the right-hand window at the Ulnira's House.

Picture 6: Walk past BowWow's post when he's chained up there and you'll get a picture of BowWow making you "uncomfortable."



Hey, you can see for miles from up here.



Link nervously gets ready for Picture 6 (see above).



Whenever you find long grass, you can chop it down with your sword and find bonus items.



Picture 7: Simply steal from the Shop in Mabe Village by taking the item, then running behind the clerk and out the door. (Don't return after doing this, or you'll be punished.)

Picture 8: Get the Magnifying Glass, then go under the bridge in Martha's Bay to see the fisherman on the boat. Talk to the fisherman and he'll fish out the photographer, who'll then take a picture of the fisherman falling into the water.

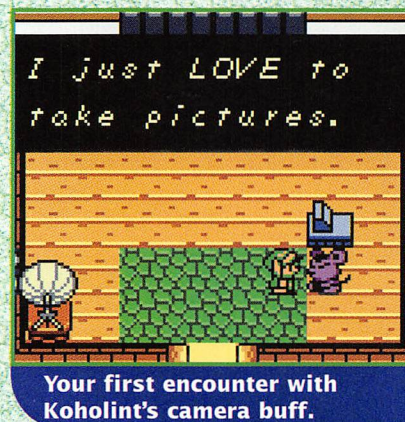
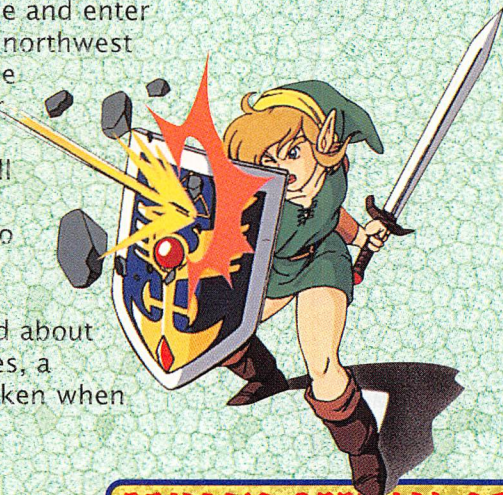
Picture 9: After you acquire the Magnifying Glass, go to the Animal Village and enter the house in the northwest corner. Talk to the Zora in the water and the photographer will come to take a picture of the two of you.

Picture 10: After talking to Richard about the Golden Leaves, a picture will be taken when

Link stands in front of the locked door at the castle.

Picture 11: When you bring the ghost back to its grave near the Witch's Hut, walk up to the grave after the ghost leaves to get a picture.

Picture 12: Go to the Hen House in the mountains and then go two screens right. Walk to the middle of the bridge. The picture is taken as the poor cameraman plummets to the ground.



Your first encounter with Koholint's camera buff.

13

Locations of the Heart Pieces

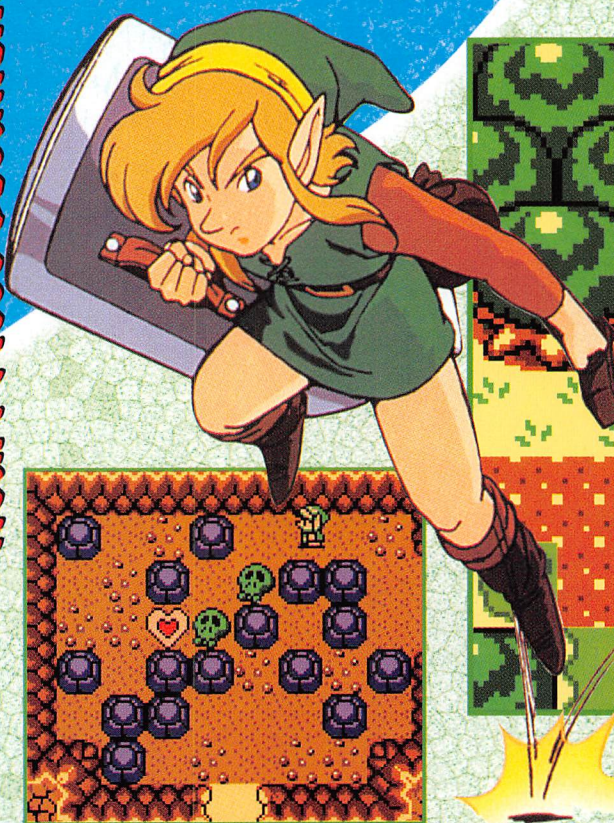
In Mabe Village, go to the well at the west end of town and cut down the bushes above it, then jump in and get the Heart Piece.

In Mabe Village, go to the Fishing Pond north of Madam MeowMeow's House. Catch one of the biggest fish (a fat one) in the pond and you'll get a Heart Piece and 20 Rupees.

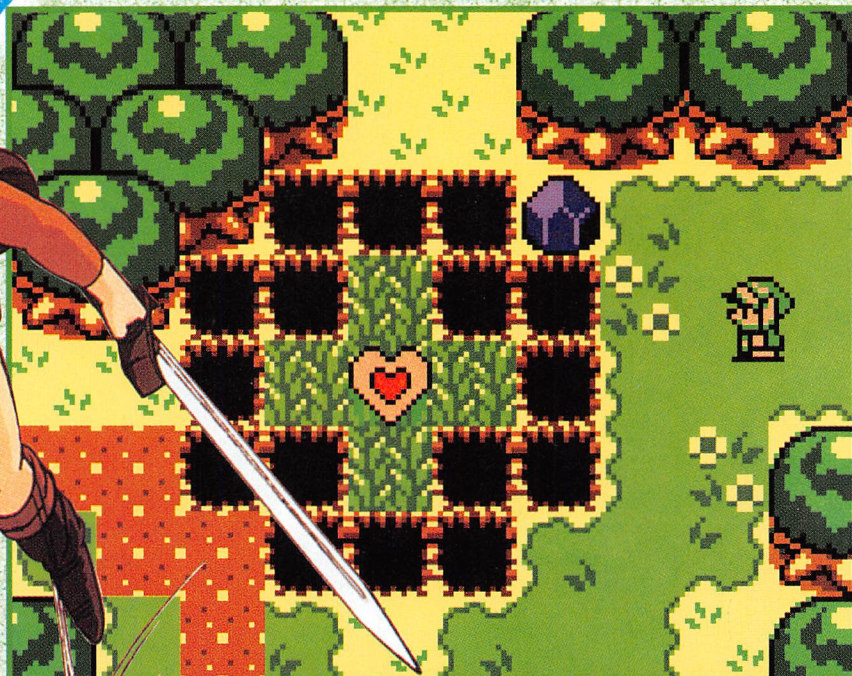
The Legend of Zelda: Link's Awakening DX

Heart Piece Locations

14



Push the boulders around to make a path for yourself.



You can't get this Heart Piece until you've collected the Roc's Feather.



The feather gives you the ability to jump over gaps.

On the border of the Mysterious Forest, go to the area where you found a Heart Piece surrounded by pits. Use the Roc's Feather to jump over the pits and reach the piece.

In Mysterious Forest, enter the cave containing the Keese, some pits, and a chest. Get to the other end of this cave and use the Power Bracelet to push the skull rocks and take the Heart Piece.

At Ukuku Prairie, bomb and enter the cave to the left of where you get the Honeycomb. Use the Pegasus Boots to get through the cave. When you reach the far-right wall in the cave, lay bombs until a passage appears. Go through it to get the Heart Piece.

At Yarna Desert, fight the Lanmola, then drop into the

cave through the quicksand. Bomb the north wall to find a Heart Piece in a secret room.

Outside Kanalet Castle, get into the water via a ladder at the north section of the castle, then swim all the way left and down to the left of the gate. Dive around until you find the Heart Piece.

At Tal Tal Heights, get into the water and swim into the cave a couple screens to the right of the Angler's Tunnel. Dive

around in the center area of the room until you find the Heart Piece. In the Animal Village, bomb the cracked wall and enter the cave in the northeast corner of the village. Bomb the cracked rock in the cave and use the Hookshot to cross the pit and get to the Heart Piece.

In the southwest corner of the Cemetery, push up on the tombstone in the lower-right corner to reveal a secret passageway. Go down there and bomb the cracked block, then use the Hook Shot to cross the gap and reach a ledge. Jump to the platform that holds the Piece of Heart.

In the Eastern Tal Tal Mountains, go left across the bridges, cut down the bush, and go down the stairs. The Heart Piece is down there.

Outside of Turtle Rock, when you reach the upper exit in the dungeon, go up the ladder and get the Heart Piece.

Secret Seashells

Cut down the bushes one screen south of the Mabe Village Shop.

When you get the Shovel, go into the small room next to Madam MeowMeow's house and dig in the lower-right corner of the room.

In the Tail Cave, bomb the cracked wall and enter the new room to find a shell in a chest.

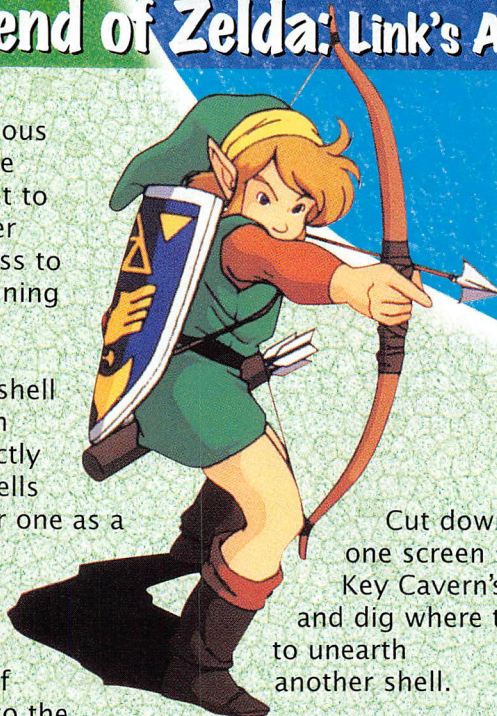
Outside of the Tail Cave, look for the lone tree one screen to the left of the cave entrance. Use the Pegasus Boots to ram into the side of the tree to shake out a shell.

In the Mysterious Forest, use the Power Bracelet to lift the boulder blocking access to a chest containing a shell.

Go to the Seashell Mansion when you have exactly five Secret Shells to get another one as a prize.

By the Phone Booth north of the entrance to the Signpost Maze, ram into the side of the tree.

Cut down the bush one screen south of the Ghost's Grave and use the Shovel where the bush was to dig up a shell.



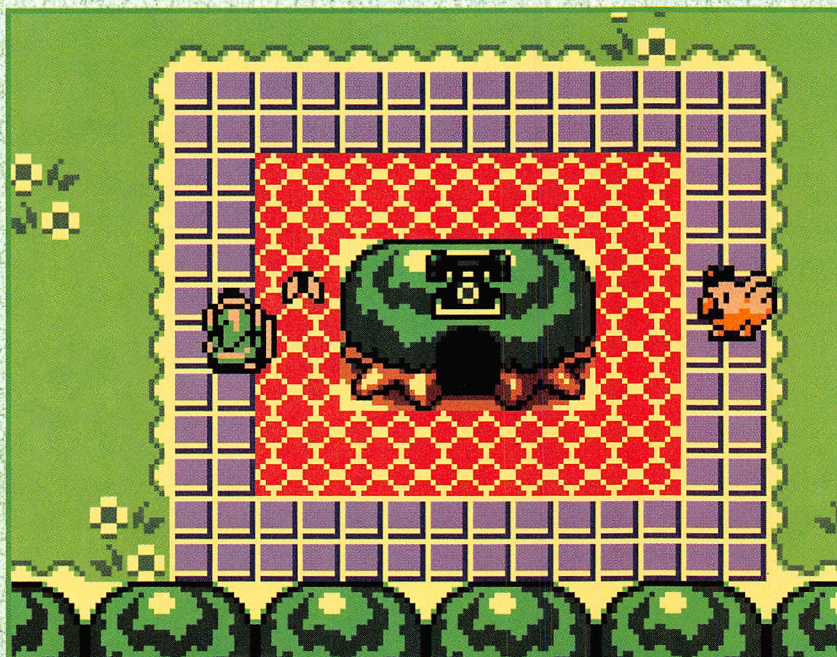
Cut down the bush one screen north of the Key Cavern's entrance and dig where the bush was to unearth another shell.

Two screens above the entrance to the Catfish's Maw in Ukuku Prairie, lift the stone with the Power Bracelet to find a shell.

Go back to the Seashell Mansion when you have exactly ten Secret Shells to get another one as a prize.

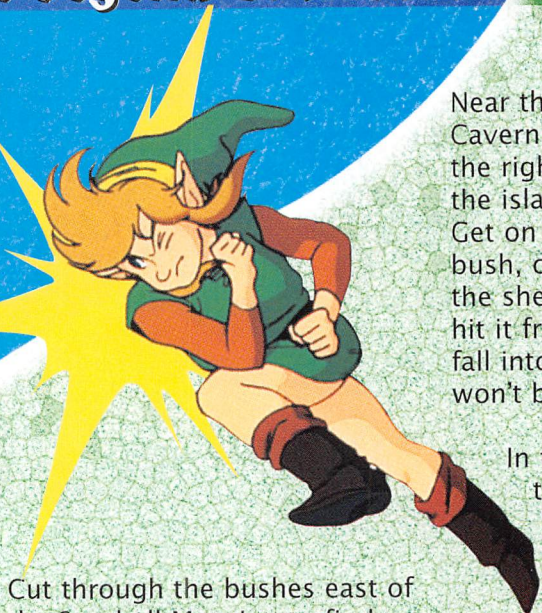
After you bomb the wall in the cave in Ukuku Prairie near the tenth shell, use the stairs to exit the cave and go up one screen. Use the Shovel and dig right in front of the Owl Statue.

15



An ideal place from which to make a few trunk calls.

The Legend of Zelda: Link's Awakening DX



Cut through the bushes east of the Seashell Mansion to find another Shell in the corner.

After you get the five Golden Leaves for Richard, enter the secret passage that he reveals and go left when the path splits. Push the rock into the pit and jump across, then open the chest.

Near the entrance to the Key Cavern, swim in the water to the right of it and surface on the island with a bush on it. Get on the north side of the bush, cut it down, and catch the shell as it flies out. If you hit it from any other side, it'll fall into the water and you won't be able to get it.

In the Yarna Desert, get to the lower-right corner of the desert on the ledge with two rocks. Lift them up to find a secret shell.

After you bring the Ghost to its grave, go to its house at Toronbo Shores and lift the pot in the corner of the room to find a shell.

From where you found the seashell by the Mermaid Statue, go left one screen, then down one screen. Jump into the water, surface on the island, and cut down the bush to uncover a shell.

Cut down the lone bush in the lower-left corner of the screen with the Mermaid Statue.

Near Martha's Bay, cross the wooden bridge, and use the Shovel to dig near the Owl Statue.

Instant Library

Here are the hints contained in the books in the Mabe Village Library.

Selecting the Item That's Right for You

You can select your favorite item for Ⓐ and Ⓑ on the subscreen. By using different items, you can fight without relying on a Sword! Try many different things to find what's right for you.

Auto Map and Memo Guide Book

You can see an island map by pressing SELECT. The dark parts of the map are places you haven't yet visited. Move the cursor and press Ⓐ to get more information about an area or to replay the message you got there.

Secrets of the Whirling Blade

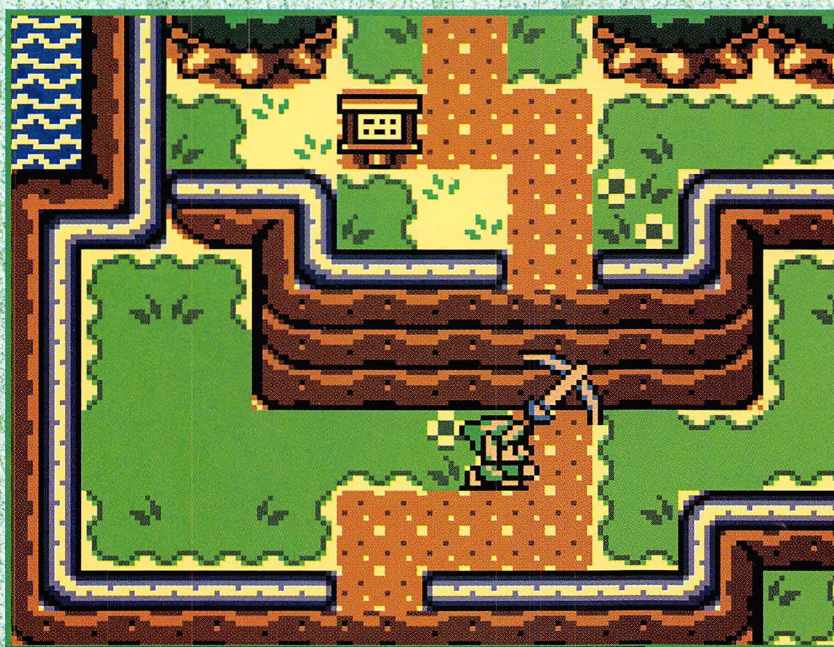
The Whirling Blade technique has been handed down from generation to generation by the family of the hero. To use it, hold down the Sword Button and build up your power. When you have enough, release the button.

How to Handle Your Shield Like a Pro

If you hold your Shield Button, you can defend yourself from enemy attacks. You can flip some enemies, too. Besides the standard Shield, there is a mirrored variety that defends against beams!



When you get the Pegasus Boots, you can dislodge the book on the top shelf, too.



It's good to get a few practice swings in when there aren't any bad guys around.

Fun with Bombs

After you put a bomb down, you can pick it up by pressing the Bomb Button again. Throw it by pushing the button one more time.

The Properties of Warp Holes

There are some warp holes on Koholint Island. You can warp to and fro by using these holes. If you jump into the warp hole where you arrived, you go to the next one in the sequence. You can only warp to a hole you have seen with your own eyes.

Dark Secrets and Mysteries of Koholint

Round and round, the passageways of the Egg... hmmmmmm, this book reeks of secrets....

Level Walkthrough

Start

In the house at the start, talk to Tarin to get your Shield. Go

south through the village to Toronbo Shores, talking to everyone you meet for hints. At the shore, head right to get your Sword, then turn north back through the village and on to the Mysterious Woods. Find the signpost with the warning about cracks. There's a tree stump nearby; go into it to find the Sleepy Mushroom. Take the Mushroom to the Witch's Hut; in exchange for the Mushroom, she'll give you 20 Magic Powder sprinkles which you can use to light torches in dungeons, as well as for other special magical things like putting enemies to sleep.

Now search the Mysterious Woods until you find a raccoon. Sprinkle some Magic Powder on him, and he'll turn into Tarin and explain about his bad dream. Move north to the treasure chest and find the Tail Key inside. Return to Mabe Village and play the Trendy Game until you win a Yoshi



Magic Powder is good for lighting dark areas.

Doll, then head to the quadruplets' house and give the doll to Mom. She'll give you a Ribbon for it. Now go to the small dog house outside Madam MeowMeow's and give the Ribbon to BowWow. You'll get a can of dog food. Next, head north to the Fishing Pond and pay to go fishing. Keep fishing until you catch a Lurker.

Go to Sale's House O' Bananas and give him the Dog food in return for some Bananas. Get some bombs (get the Shovel and get the bombs from the store if you don't have any at this point). Now go south to the Tail Cave.

The Legend of Zelda: Link's Awakening DX

Walkthrough: Level One



Once you've got the hang of the Trendy Game, it's very easy to win every time.

Level One:

Tail Cave

Use the key you collected earlier from the central statue to open the door. The cave contains the Roc's Feather, which enables you to jump short distances. There are card creatures in the cave who show a card suit when you hit them. If you hit three showing the same suit, they'll disappear and be replaced by a treasure chest. To kill the beetles in the cave, flip them over with your Shield before attacking with the Sword.

Soon, you'll meet the first boss: Moldorm, the giant worm. Keep your back to the wall at all times when battling

him. His only weak spot is his tail—hit it three times to defeat him. When you do, you'll get the Full Moon Cello.

Now return to Mabe Village, where you discover that BowWow has been kidnapped. Travel north through Mysterious Woods to Tal Tal Heights. BowWow is in a cave here; the second boss guards him. All you must do to defeat the guard is wait until he hits his head on the wall, then attack with your Sword when he's stunned. Take BowWow back to Madam MeowMeow, and she'll ask you to take him for a walk. Take BowWow to the Goponga Swamp and he'll eat the flowers blocking the entrance to the second level, Bottle Grotto.

Level Two:

Bottle Grotto

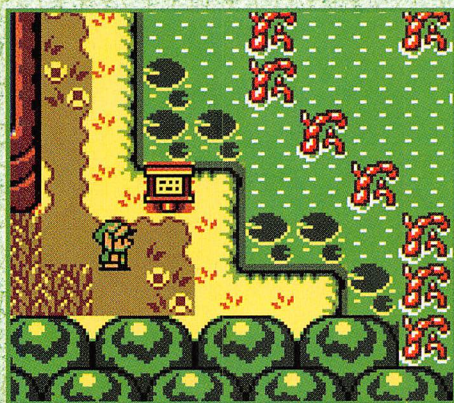
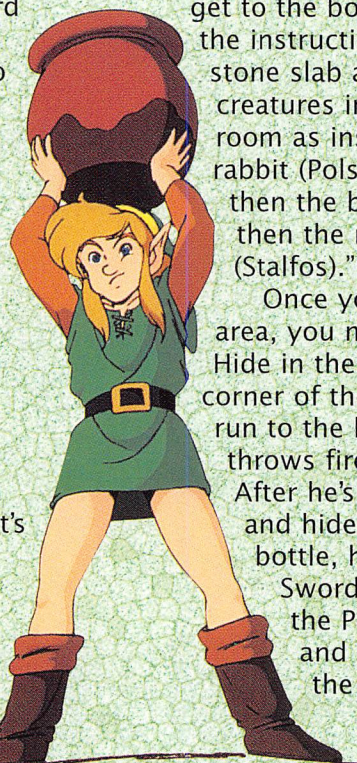
You can find the Power Bracelet here. It's in a room with two ghosts, who you can scare away by sprinkling Magic Powder on the torches to light the



Damaged sections of floor like these can give way beneath you at any point, so don't stand still.

room. On one of the scrolling sections, there's a platform that won't go down. Pick up a pot and carry it onto the platform to weigh it down. To get to the boss area, read the instructions on the stone slab and kill the creatures in the southern room as instructed. Kill the rabbit (Pols Voice) first, then the bat (Keese), and then the robed skeleton (Stalfos)."

Once you're in the boss area, you meet the Genie. Hide in the bottom-right corner of the screen, then run to the left when he throws fireballs at you. After he's thrown three and hides back in his bottle, hit it with your Sword, pick it up with the Power Bracelet, and smash it against the wall.



You'll need some help from BowWow to pass the swamp.

The Legend of Zelda: Link's Awakening DX

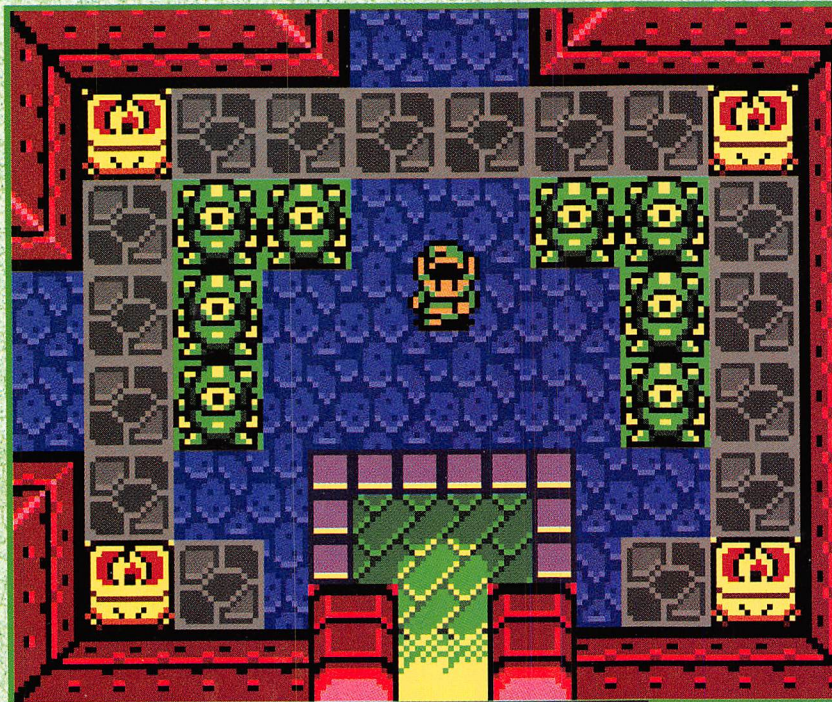
Walkthrough: Level Two

When you've been through this routine three times, the Genie produces multiple images of himself. Hide at the bottom of the screen with your Sword and feather. When the Genies merge into one, charge it with the Sword. Keep doing this until it dies, and you'll win the Conch Horn.

Now return to BowWow's house and leave him there. Visit Richard's Villa and talk to Richard. He wants the five Golden Leaves, which are in Kanalet Castle to the northeast. Kiki the Monkey is at the side of the castle. Give him the bananas and he'll call on some more monkeys to build a bridge that you can cross. There's a Stick that you can pick up on the bridge.

Enter the castle by hitting a bush with the Stick. You can find the five leaves here. The first is with the soldier; break his door down with a pot to find him. The second leaf is

held by a raven in the garden; throw a stone at him to get him moving before attacking. The third leaf is with one of the first guards you meet in the castle. To get the fourth, you must bomb the hidden guard by watching for his eyes from the wall. Lastly, find the Mad Bomber in the eastern garden who throws bombs at you and defeat him. Take the leaves back to Richard's Villa, then go outside and dig under the Owl Statue to find the Slime Key. The Slime Key opens the way to the third level, the Key Cavern.



The Bottle Grotto is a dark dungeon full of strange things that you haven't met before.



Taking BowWow for a walk opens up many possibilities.



The first of the magical instruments is yours!

The Legend of Zelda: Link's Awakening DX



Level Three: Key Cavern

First defeat the Dedongo Snakes and then find the treasure chest; it contains the Pegasus Boots. These boots let you do a dashing attack—handy for moving objects and for taking long running starts to large jumps (you may also need the feather to clear really big gaps). Kill as many enemies as you can find in the Key Cavern to get small keys. In the room with two Dodongo Snakes, drop three bombs in front of them. They will swallow the bombs and explode. Keep killing enemies and collecting keys until you

find the boss, Slime Eyes.

To locate Slime Eyes, use the Pegasus Boots and dash into a wall to make a pair of eyes fall from the ceiling. Split them into two with a dash attack, then kill them to get the Sea Lily Bell. Return to Mabe Village and visit the Dream Shrine to find the Ocarina, the musical instrument later made famous in *The Legend of Zelda: Ocarina Of Time*. To learn how to play it, go to the weathercock, where Marin will teach you. Now head to Ukuku Prairie and find Tarin. Give Tarin the Stick and he'll give you the Honeycomb. Take it to Animal Village, which is at the south end of the island. Visit the Bear Cook's house to exchange the Honeycomb for the Pineapple. Revisit Mabe Village and return to the weathercock. Marin will be gone, so ask the small boy in the village where she is. He directs you to Toronbo Shores. Take Marin back with you to Animal Village—use a warp

hole to get there. Find the Walrus. Marin sings him a song and he disappears, clearing the way to Yarna Desert.

In the desert, you meet the sandworm named Lanmola. Only his head is vulnerable to attack, so hit him there. Now get the Angler Key before it disappears into the sand. If you're not quick enough, you can get it in the cave below. Go north to Tamaranch mountains. Use the Angler Key on the keyhole in the river path to make the entrance to the mountains appear from behind a waterfall. Venture into the mountains and find Papahl. Exchange the Pineapple with him for the Hibiscus Flower. Climb to the top of the mountain and make a blind jump off the edge to

20



You'll need the Power Bracelet to shift those boulders.



When you have the Ocarina, come here to learn songs.



With your Whirling Blade attack you can get them both with one shot.



If you're short on cash, you can always get more at the shop by playing the Trendy Game.



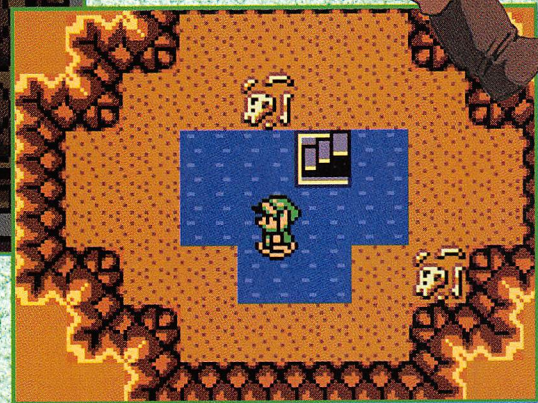
If you ever run out of Magic Powder, go back to the Witch's Hut and she'll give you some more.

reach the fourth level, Angler's Tunnel.

Level Four: Angler's Cave

The Flippers are located in a room at the northern end of the cave. They let you dive into deep water and explore. When you come to the room with flashing tiles on the ground, repeat the sequence without making a mistake to get the Nightmare Key and pass through. Find the room containing the lever and pull it with the Power Bracelet. Two blocks briefly part, allowing you to run through.

The fourth level's boss is the Angler Fish. His only vulnerable spot is the glowing feeler on his head, which you should attack with your Sword whenever you get the chance. When you've defeated the Fish, you'll get the Surf Harp in the next room. From the exit of the tunnel, go west to the next cave and find Manbo, who'll teach you a new tune for your Ocarina. Playing this song will transport you to Manbo's House, which is near Crazy Tracy's House. In Crazy Tracy's House you can get a heart-restoring potion. If you're inside a cave when you play this tune, you'll be transported to the cave's entrance. When the ghost appears, take it to the small hut near the bay. The ghost then asks you to take it to its grave, which is at the single tombstone on the other side of the Witch's Hut.



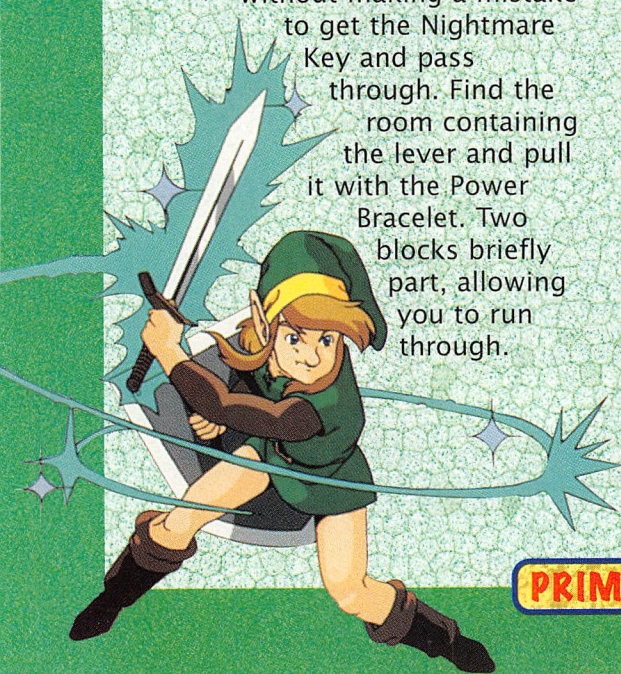
Jump down a well to find this secret area near the start.

Level Five: Catfish's Maw

Before tackling this level, make sure you have plenty of Rupees. If you need more, get them by playing the Trendy Game.

To enter the Catfish's Maw, dive underneath the rocks to the west. Four of the rooms in the cave contain Master Stalfos, the skeleton. Defeat him by stunning him with your Sword, then dropping a bomb on his head. You must defeat him in each room, and in the order dictated by the number of blocks in the corner of each room. Defeat him first in the room with only one block, and so on. You win the Hook Shot if successful.

The fifth level's boss, the



The Legend of Zelda: Link's Awakening DX

Wa...rough: Level Six

22

Slime Eel, is in a room with four holes in the walls. Stay in the middle and jump over the Eel's tail when it attacks, then use the Hook Shot to catch the heads as they pop up from the holes. When you get one with a heart attached to it, attack it. When you've defeated the Slime Eel, you win the Wind Marimba.

Now return to the Animal Village and go to Ms. Goat's house. Give her the Hibiscus Flower, and she'll give you a letter for Mr. Write, who has a house to the northwest. When you give him the letter, he'll give you the Broom. Now find Ulrira's wife and give her the Broom, and she'll give you the Fishing Hook. Take it to Martha's Bay, find the timber bridge, and dive underneath it to find the Fisherman. Give him the Hook, and he'll catch the Mermaid's Necklace and give it to you. Find the Mermaid in the bay and give her the Necklace, for which she'll give you a Scale from



Now, how are you going to get into that pool?

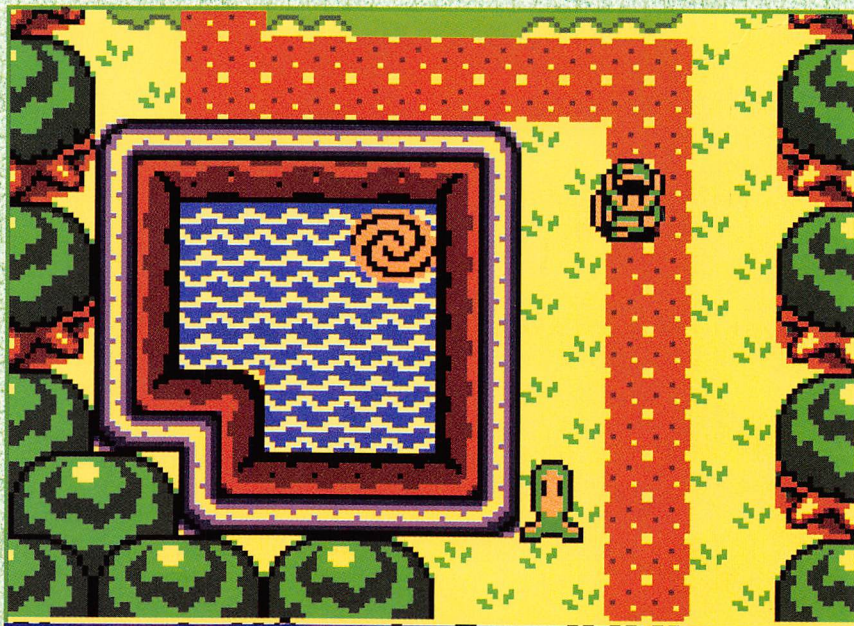
her tail. Use the Scale on the statue of the mermaid to get the Magnifying Glass. Now go south to the Signpost Maze. (You must have at least 300 Rupees by this point.)

Follow the instructions on the signposts until you arrive at Mamu the frog. Pay him, and he'll teach you a new song for your Ocarina. At this point, you can go for a ride on the Rapids. Use the Hook Shot to get to the Raft Shop, then use the feather to jump up and collect items as they pass overhead. After this, it's time to visit the sixth level, the Face Shrine.

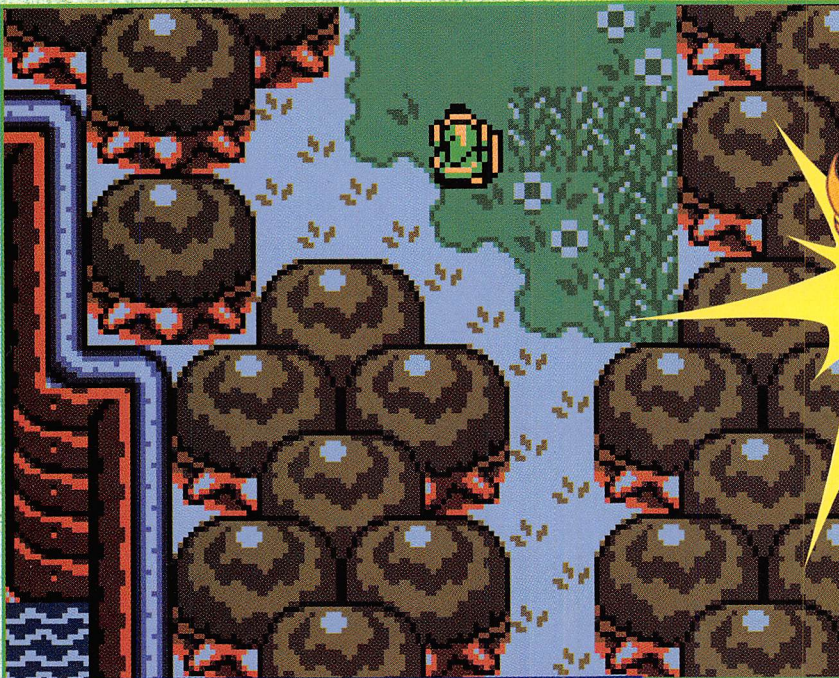
Level Six: Face Shrine

There are two shrines. Visit the southern one first, where you'll get the Face Key by defeating the Armos Knight (shoot him with arrows). After that, go north and examine the painting of the Wind Fish. Use the Face Key to enter the second shrine. Inside the shrine and to the left, you find the level two Power Bracelet. Now you can pick up the big elephant-shaped blocks and use them to smash doors. You also meet a small boss character with a giant cue ball that he throws at you. Pick it up and throw it back to defeat him.

The boss of the sixth level is named Facade. Get your Shield ready for the floor tiles he throws. After weathering the storm of tiles, drop bombs on Facade's face until he explodes, leaving you with the Coral Triangle. Now you need to find the Rooster. Head for the weathercock



If you're quick, you can swipe the bad guy who appears from the whirlpool with your sword.



You'll have to revisit the Mysterious Woods many times throughout the game.

and, using the second level Power Bracelet, push it to the side to reveal a set of steps. Go down the steps to find the Rooster. When you do, he's actually dead, but you can bring him back to life—play the third song on your Ocarina to revive him.

Now choose an item you don't need any more, like the Shovel, and put it in your ® position. Head for Toronbo Shores and enter the cave, where you meet a character who'll swap your ® item for a Boomerang. The Boomerang is a great weapon that inflicts damage on enemies not only when it flies out, but also when it comes back, so it's well worth getting. Use it to clear the bush field to the south of Martha's Bay, then land there with the Rooster. You meet a Mad Batter who gives you bombs and arrows.

Next, return to the mountains in the northeast, find the Hen House, and enter the cave



The Fairy will kindly refill your Heart Meter.

nearby to find the Bird Key. Go east with the key to reach the seventh level, the Eagle's Tower.

Level Seven: Eagle's Tower

Throw the rock away and put the Bird Key into the lock. The tower rotates and reveals the entrance; enter it to find the Mirror Shield. You must find the black ball; you need it to destroy the four pillars. If you see a cracked wall, you can blow a hole in it with a bomb. The tower's first floor houses chests containing small keys. To get to the ledges, drop through

holes in the floors above. Here you meet a small boss named the Grim Creeper. He unleashes six bats at you. Destroy them all, because if you miss any, all six come back again when the survivors fly off the screen.

The main boss of the level is the Evil Eagle. To reach it, climb to the top of the mountain. If the Eagle attacks you with wings flapping, use the Pegasus Boots to run away and hit him with the Hook Shot when he gets too close. If he fires feathers at you, deflect them with the Mirror Shield. When you've defeated the Eagle, climb back down into the room to find the Organ of Evening Calm. Now go to the far west of the mountains to find another Mad Batter with more arrows and bombs. Go to the outside of Turtle Rock and play the third song on your Ocarina to wake up the guardian. Complete this rude Awakening by defeating the guardian to access the eighth level, Turtle Rock.

The Legend of Zelda: Link's Awakening DX

Walkthrough: Level Eight

24

Level Eight: Turtle Rock

Here you find the movable platforms. Practice moving the platforms until you can do this well. If you fill all the gaps with the platforms, you'll get keys or treasure chests. There's a statue that you can get a key from by firing an arrow into his eye. Eventually, you meet Blaino the boxing kangaroo. To defeat him, hit him from the sides or from behind; those are his only vulnerable spots. Avoid his

punches by using the feather, because if he connects, you'll be knocked all the way back to the start of the level! After defeating him, go to the room to the north, where you find the Magic Rod, which melts ice blocks. You must do this to reach the last part of the level. Be careful not to melt the blocks in such a way that you leave yourself trapped.

The Turtle Rock boss is a giant flame named Hot Head. Battle him using the Magic Rod. When you defeat Hot Head, you get the Thunder Drum. You should now have all of the Nightmare Instruments. Head for the mountain at the north of the island and climb up to the giant Egg. Play "The Ballad of The Wind Fish" on your Ocarina, and the instruments fly out and crack the Egg to give you entry. The inside of the Egg is a maze, so at this point you must go back to the Mabe Village Library and use the Magnifying Glass on the book entitled "Dark Secrets and Mysteries of Koholint." This tome provides directions to lead you through the maze, so make a note of them (they're different for every game). Return to the Egg and follow the directions until you fall

into a pit. It's now time for the Nightmares, the final battles of the game.

The Nightmares

Nightmare 1:

The Giant Gel

Sprinkle Magic Powder three times on the blob to defeat it.

Nightmare 2:

Agahnim's Shadow

Stand opposite Agahnim when he fires the blast of magic at you. Knock it back at him with your Sword until you defeat him.

Nightmare 3:

Moldorm's Shadow

The giant worm from the first level returns, and you defeat him the same way as before; just attack the tail and be ready with the Shield in case he charges at you.



No adventure is complete without... a tin of dog food. Huh?

Nightmare 4:

Ganon's Shadow

Equip with the Pegasus Boots and the Sword, then charge at the Shadow repeatedly.

Nightmare 5:

Lanmola's Shadow

Another repeat appearance, but Lanmola's actually easier to defeat than before. Just one good shot with the Hook Shot finishes him off.

Nightmare 6:

Dethl

The boss of bosses requires you to have the feather and arrows ready. Stay at the bottom of the screen, jumping over with the feather when he swings his arms at you. Follow his movements left and right to stay safely in the middle, and shoot an arrow into his eye whenever he opens it. After 20 arrows or so, he'll be defeated. All you have to do now is watch the Wind Fish

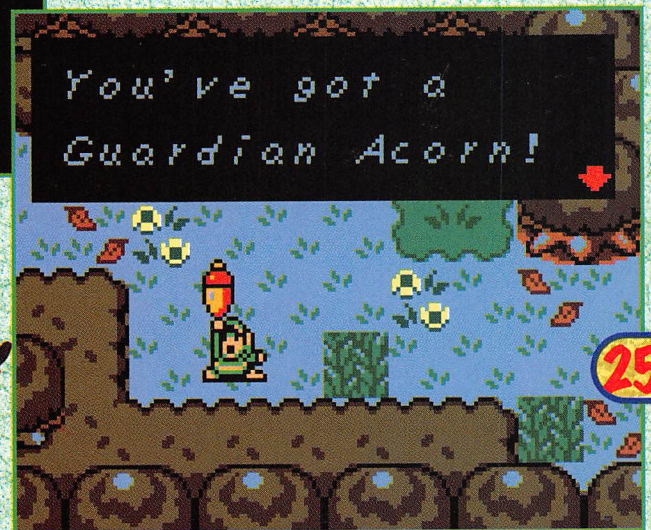


awaken and enjoy the end sequence.

General Tips

Steal Items Safely

If you steal items in the normal way, you'll be labelled as a thief, and will be killed when you return to the same shop. To avoid this, attempt to buy the item normally, but when the shopkeeper attempts to take your money, quickly



Guardian Acorns helpfully reduce the amount of damage you take in battles.

press A, B, START and SELECT at the same time to quit the game. Select "Save And Quit," then start again. You'll have the item, and you'll still have your money too!

Super Weapon

Create a fantastic burning explosive arrow weapon by equipping bombs and arrows at the same time, then press A and B simultaneously when attacking.

New Tunes

Enter your name as "ZELDA" at the start of the game, and all the music will be different.

The Legend of Zelda: Link's Awakening DX

General Tips



Enter the Secret Dungeon on a Normal Game Boy

You *can* actually get into the extra Secret Dungeon (see "Secret Dungeon") with an ordinary monochrome Game Boy. There's a catch—you need to know someone with a Game Boy Color to unlock it first. Using the Color machine, access and enter the Secret Dungeon as normal and play through it until you complete it and get the fairy. Save the game at this point. If you now take the cartridge and plug it into a normal Game Boy, you'll be able to access the Secret Dungeon just as if you were in Color.

26



Cheat Death

Normally, whenever you die in *Zelda* the little counter on the save-slot screen goes up by one. However, if you want to impress your friends by appearing to have gone through the game without losing a single life, use this little trick: Whenever Link loses all his hearts and starts to faint, quickly press SELECT, START, Ⓐ, and Ⓑ as if doing a normal save. Then just choose "Save and Quit," and you'll exit from the game without losing a life, yet still be able to restart where you left off with all your possessions intact.

Secret Dungeon

Zelda DX has an extra secret dungeon for Game Boy Color owners only. You don't have to

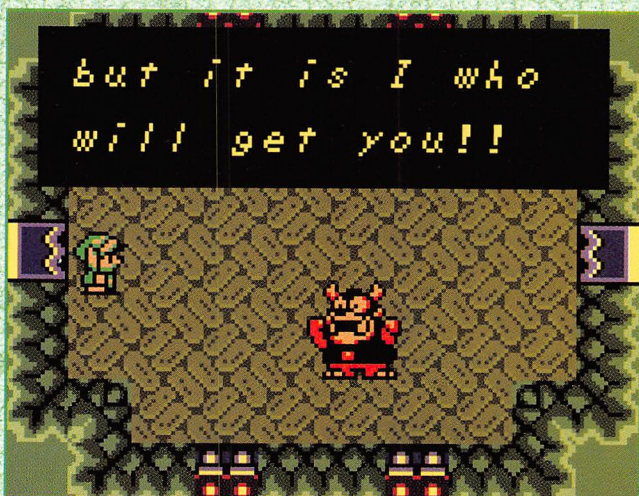
enter it to complete the game, but there are some bonus items inside that'll make your life easier. To enter the secret dungeon, you must beat the first three ordinary dungeons and have the Pegasus Boots. Then go to the Mabe Village Library and

dash into the upper wall. A book will fall down containing some directions. Go to the graveyard screen with five gravestones in it. Push the stones according to the order revealed in the book, and the Secret Dungeon is revealed.

Secret Dungeon Guide

Talk to the people you meet when you enter the dungeon. Tell them what color they are to make them move away. Go up and defeat three color enemies, then go right to a room with four statues in it. Attack the top-left statue, then the bottom-right one. You get a compass. Now bomb the bottom wall and go through the hole to find 140 Rupees. Exit and go right into a room with lots of tiles on the floor which make you bounce up into the air and change color every time you bounce on them. If you bounce more than three times, the tiles disappear and turn into a pit. Go through this room and right, where you find some enemies who curl into balls when you hit them. Throw them into the holes that match their color to get the Bird Beak.

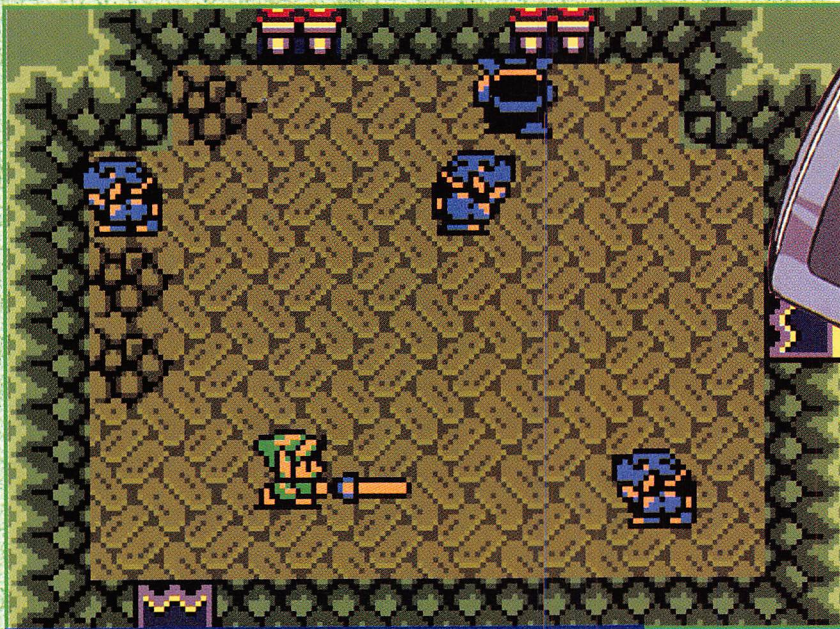
Go down from here and defeat all the enemies. The doors will open. Go left and get the key, then return to the room with the bouncy tiles. From there go right, then go up and up again to find another four statues. This time, hit the bottom-right one first, followed by the top-left one, then hit the top-left statue a second time. You get a key.



This bad guy's headlong rushes make him his own worst enemy. Just stand back and wait....

The Legend of Zelda: Link's Awakening DX

Secret Dungeons



Things don't often get this hectic, but just keep swinging your sword around and you'll be OK.

Now head right and then up to meet a jellyfish monster. Sprinkle Magic Powder on it to defeat it, then go left to find a treasure chest with three blocks guarding it. Push the top block and the bottom block to the left, then push the middle block up to reveal the Nightmare Key.

Return to the room with the bouncy tiles and go up to find a Golem. Defeat him with your Sword, then go left. Pick up the pot at the top left and pull the switch. The doors open. Go up and defeat all the enemies to get the Map, then go right. There are some more curling-up enemies. Push them down the colored holes again and you get a key.

Return to the room with the switch and go left into a room with nine statues in it. Hit the middle statue, followed by the one to the right of it, then the one to the left. Then hit the top-center statue, followed by the bottom-center one, then the middle one



The birds around here are really annoying, so move fast.

again. Now you can go up. Pick up the bottle in the top-right corner of the next room and you get a fairy. Go left



You can't get into the Tail Cave without the key, Link.

27

and hit the crystal, then go up to meet the boss.

The boss's bulb changes color as you hit him with your Sword, from blue through green, yellow, orange, red, and dark red, and then he dies. Go right and talk to the fairy, who offers you a choice between Red and Blue clothes. The Red ones make all your attacks more powerful; the Blue ones reduce your damage by half in battles. You can go back and swap clothes at any time during the game. You've just finished the Secret Dungeon!

Black & White Games

Introduction

Despite having been around for almost 10 years (far longer than most game consoles last), the original Game Boy was still thriving when Nintendo brought out the Color version. In that time it had built up a library of over 500 different games, including some which went on to rank among the biggest legends of all time in the world of video games. *Super Mario Land*, *Donkey Kong Land*, *Wario Land*, *Kirby's Dream Land*, and even some games without "Land" in their names, like the mighty *Pokémon*—every one a classic, and every one of them is right here!

DONKEY KONG LAND

p.29

DONKEY KONG LAND 2

p.31

DONKEY KONG LAND III

p.35

KIRBY'S DREAM LAND

p.40



POKÉMON
Gotta catch 'em all!

p.55

KIRBY'S DREAM LAND 2

p.44



SUPER MARIO LAND

p.92

SUPER MARIO LAND 2
6 Golden Coins

p.93

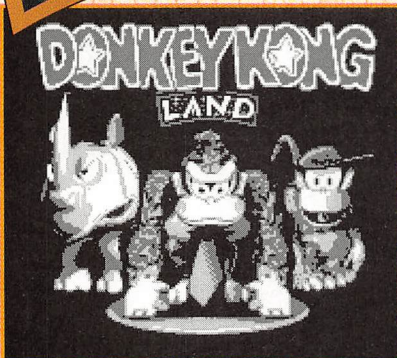
WARIO LAND
SUPER MARIO LAND 3

p.95

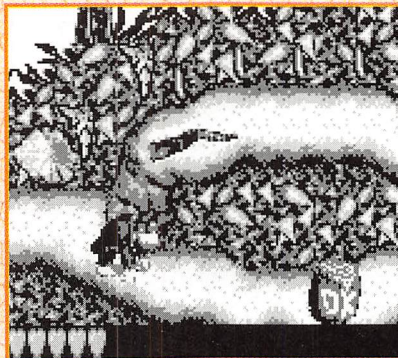


GAME BOY GAME SECRETS, 1999 EDITION

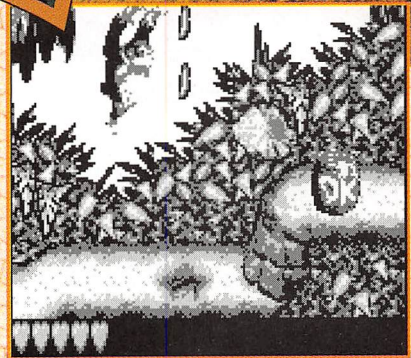
DONKEY KONG LAND



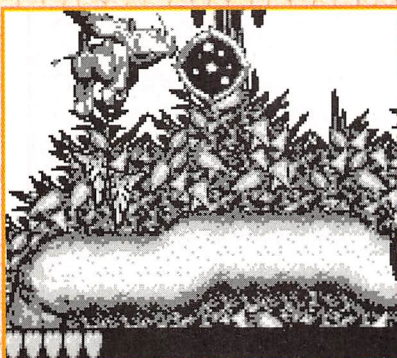
Can you spot the odd one out in this picture?



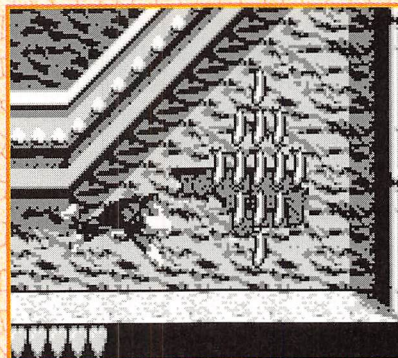
Diddy must be very cramped in that tiny barrel....



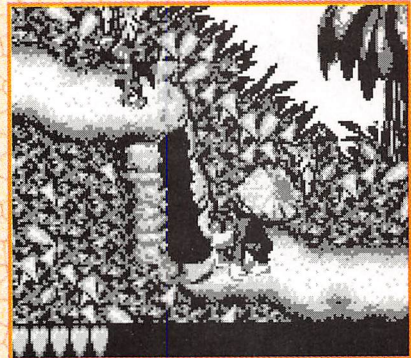
Lots of secrets are hidden just above the screen.



Life is always easier on a rhino.



Bananas are everywhere in Donkey Kong Land.



Smashing down walls leads to bonus areas like this one.

29

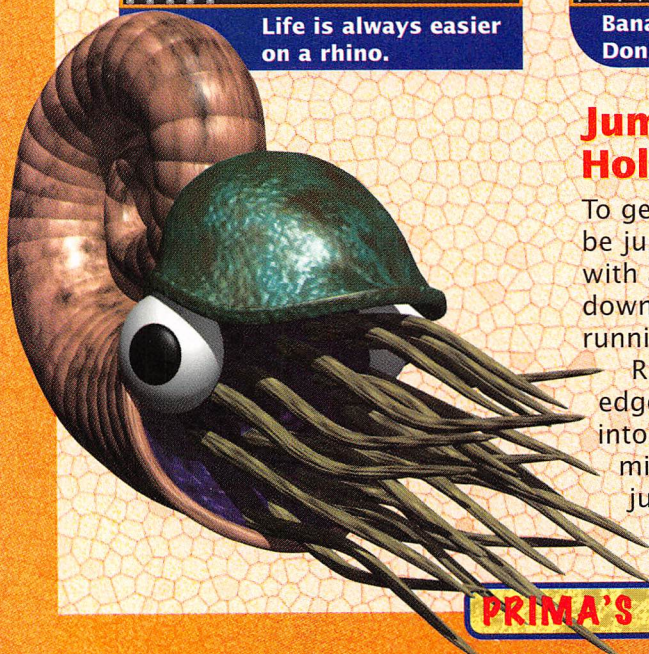
Jumping Over Holes

To get to places that seem to be just a little too far to reach with a normal jump, hold down the B Button and start running toward the edge.

Right before you get to the edge, tap the B Button to go into a roll. While rolling in mid-air, tap the A Button to jump.

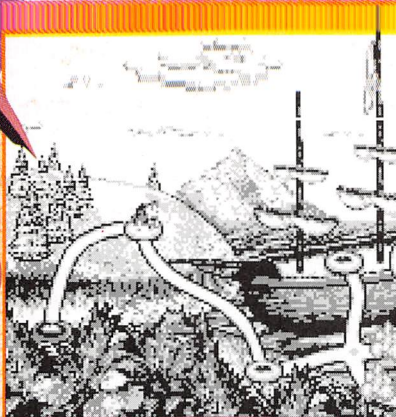
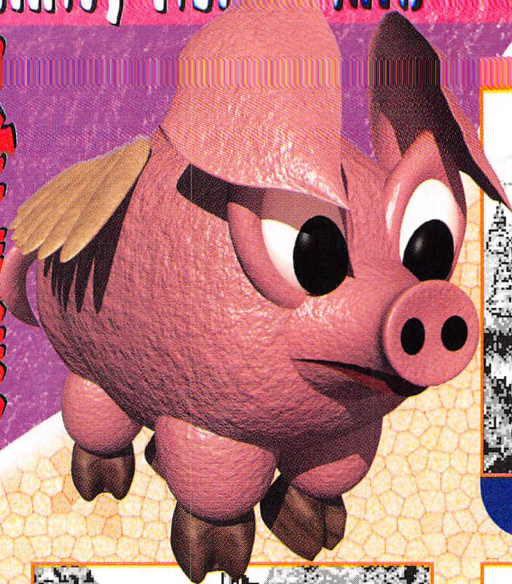
Get Infinite Extra Lives

In Level 8 (Gangplank Galleon), enter the bonus stage just past the halfway point. Grab a 1-Up, then leave the stage. You can now reenter it and grab another 1-Up. Repeat the process as often as desired.

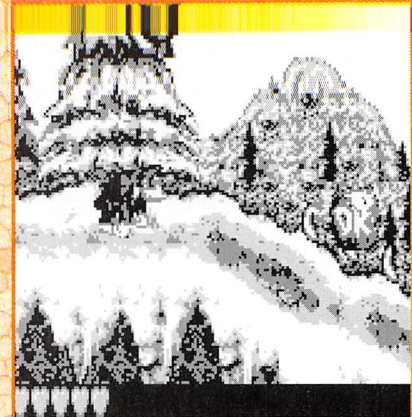


Donkey Kong Land

General Tips



You've got a long way to go from here, so be careful.



The ground here is treacherous and slippery.



Who leaves all these bananas lying around, anyway?



Grr! Apes were never meant to live in the snow....



It's a hard life being a video game hero, sometimes.

30 Speed Through Last Ice Level

To get through the last ice level in World 1 very quickly, go to where the barrel shoots you across the gap. Go to the edge of the other side, hold left, and

roll off the edge. Keep holding left as you fall, and you should find a secret exit that will let you finish the stage.

Defeat the Bosses

Boss 1 (Wild Sting Fling)

Starting on the far left, wait for a second or so, then jump and tap right twice, then hold right. Now go to the side that the boss came from when you hit him and jump to the other side. Repeat until the boss is defeated. Notice that he speeds up every time you hit him.

Boss 2 (Seabed Showdown)

Position yourself between the big oyster boss and the little oyster in the corner. When the boss oyster moves to the other corner and fires a pearl at you, simply move out of the way and let the pearl hit the

other oyster and bounce off it to hit the boss. Repeat the move until the boss is defeated.

Boss 3

(Mole Hole Madness)

The mole is quite simple to beat. Just wait until he looks off at an angle (and has his hardhat off), then jump on his head. Keep repeating this move until he dies.

Boss 4 (King K. Rool)

Stay as far away as possible without losing sight of the King (you must both be visible onscreen). When he throws the crown, jump over it and bounce on his head. You must do this six times, with the King moving faster after every hit, to get to the next battle stage. The next time he attacks, run underneath him without jumping. Do this six times, then go back to jumping over the crown and hitting him until he is defeated.



DONKEY KONG LAND 2

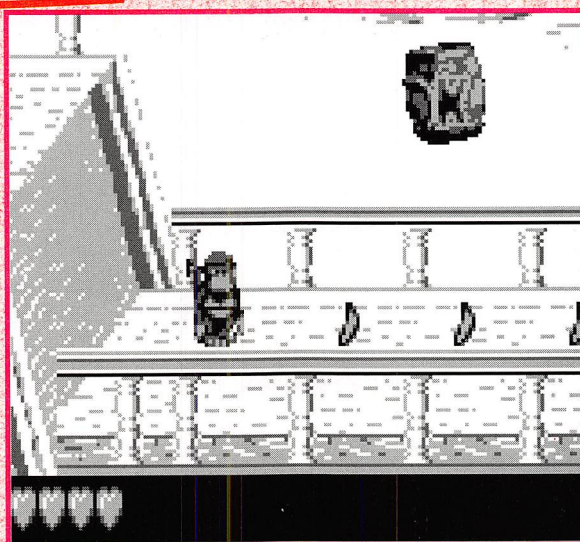


Ahh... Look at all those Kremkoins and DK Coins. They're just waiting for Diddy Kong to grab them!

Find the Kremkoins

World 1-1

Find the section of the level where the "O" is located—it's above the place where the balloon rises out of the deck. Go left a short distance from here until you find a barrel stacked on top of two more barrels. Climb onto the top barrel, transform into Dixie (if you haven't already), and helicopter across to the bonus barrel, which will fire you up into the Kremkoin area.



Dixie is hiding in the barrel.

second hook. To the left of the hook is a bonus barrel—jump into the barrel to be fired into the Kremkoin area.

World 2-3

Make your way through the level until you come to the fourth seal. Jump on the seal to create some air in the water. Dive into the water and head right, avoiding all the enemies until you surface again. At this point, instead of going right, head left, where you should find a small ledge.

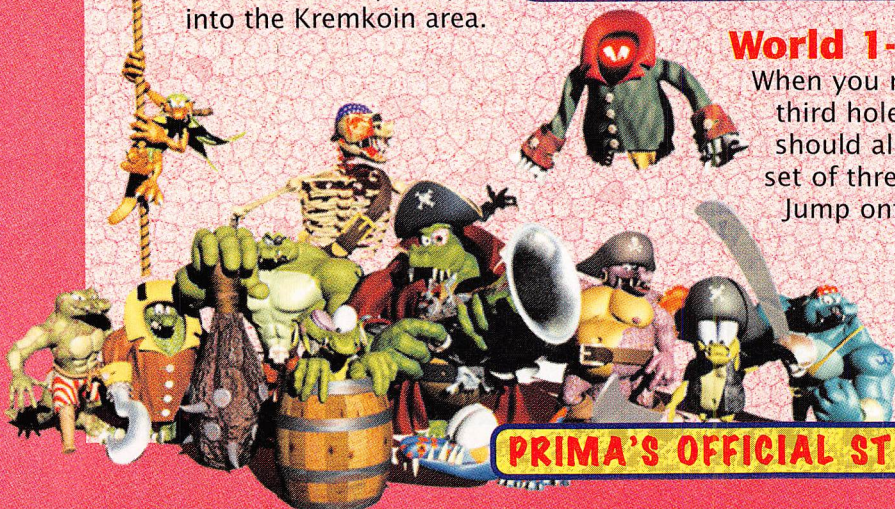
Jump onto the ledge and go left until you come to a bonus barrel, which will fire you off to the Kremkoin area once again.

World 2-6

If you go slightly to the left of your start point, you should find a barrel that rotates. Jump into this and aim it at the

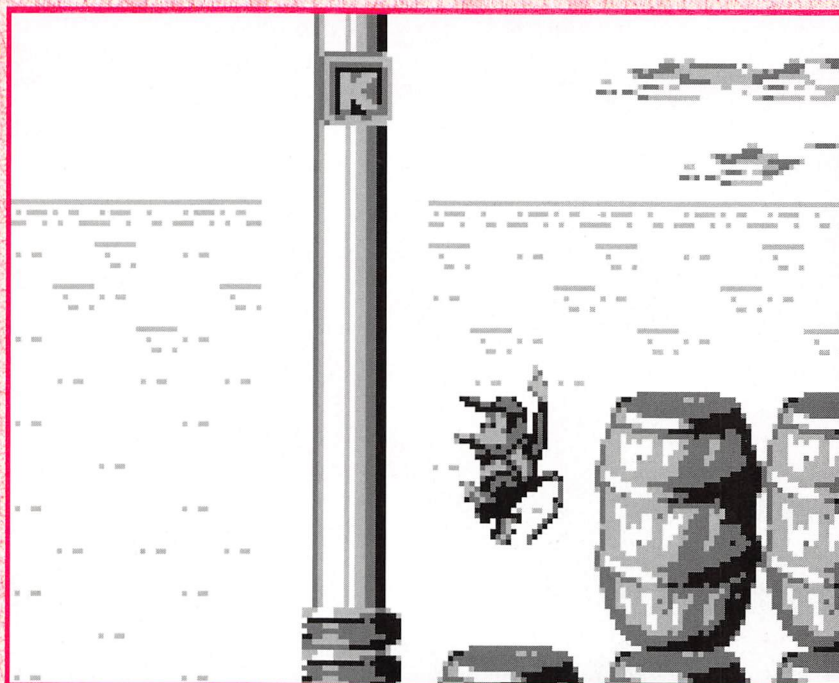
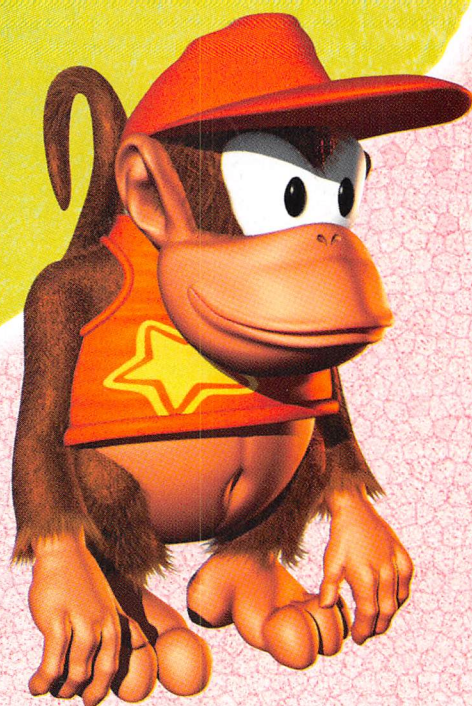
World 1-3

When you reach the third hole, you should also find a set of three hooks. Jump onto the



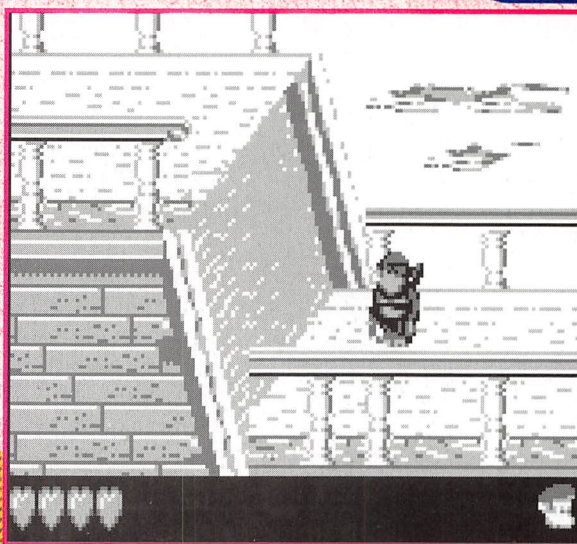
Donkey Kong Land 2

The Kremkoins



Getting all the letters of "K-O-N-G" makes your life much easier....

32



Hmm... is that a secret wall?

bonus barrel. You'll be fired into the bonus barrel, and from there into a bonus level. In the bonus level, you find three bees. Kill them all with the cannonball to get your Kremkoin.

World 2-8

Head through the stage as normal until you come to an area with a dragonfly high in the air. Jump up and bounce off the dragonfly, holding \rightarrow on the + Control Pad as you bounce. If you get it right, you'll bounce across into a bonus barrel, which will fire you into the Kremkoin area.

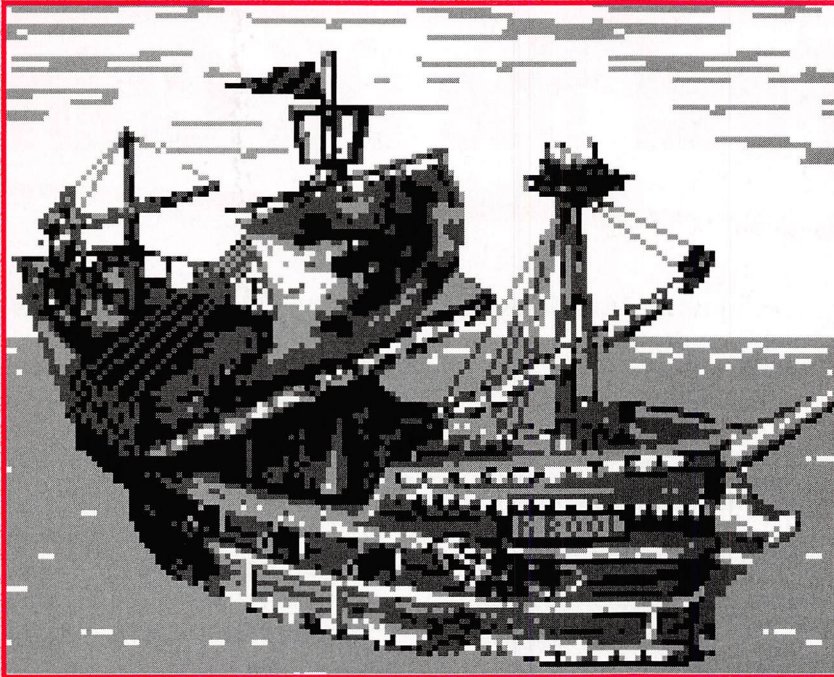
World 4-1

Carry on through the level as normal, counting off the holes in the floor until you come to the seventh one, which will have some bananas pointing down into it. Follow the banana arrow into the hole, and you end up in another barrel, which will, predictably enough, fire you off to the Kremkoin area.

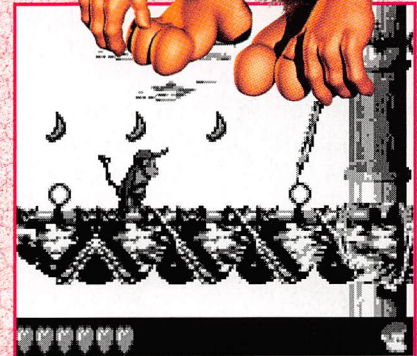
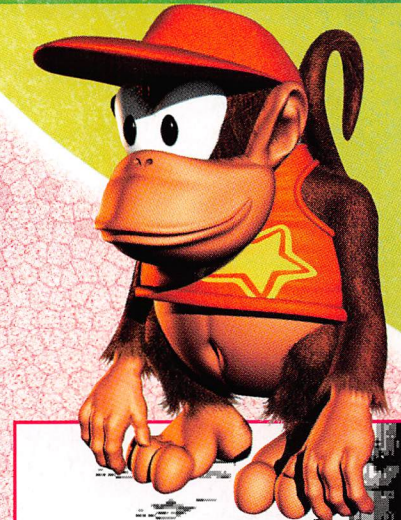
World 4-2

Head through the level until you come to the first hill you can climb. Go to the top of the hill and jump off to the right from the edge. You should land on a cart on a track. Ride the cart along the track until you reach the bonus barrel; let it blast you into the Kremkoin area.





That fiend King K. Rool is in here somewhere.



Leave no banana unfound in your monkey quest.

World 4-4

Fly down through the level with the bird, avoiding all the bee enemies. Eventually you reach a hole, which you could go down to continue through the level, but don't. Instead of going down the hole, jump across to the left. You should land on a hook, from which you should be able to see a bonus barrel. Leap into the barrel to be fired into the Kremkoin area.

World 6-1

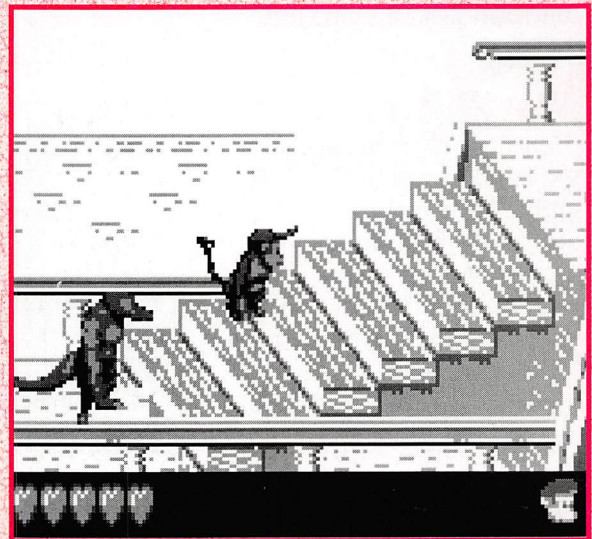
Clear the big hole at the beginning, either by using Dixie's helicopter power or, as Diddy, you can take a big running start and jump from just before the edge (if you go all the way to the edge, you'll be killed by some spikes on the

other side). If you make the jump safely, you should find a rope. Climb the rope, then go to the right, past the bees, until you can go back down another rope. At the bottom of that rope you should find a bonus barrel. Jump into the barrel and get ready for another Kremkoin area.

World 6 Boss:

King K. Rool

If you've come this far and you're still missing a Kremkoin, don't panic. When you defeat King K. Rool and rescue Donkey Kong, you get one more Kremkoin.



Dodge the dopey enemies.





Find the DK Coins

Here are the locations of a few of the trickier DK Coins in the game....

World 1-1

Head through the stage as normal until you come to a section with four large barrels. Jump up to the top barrels to find a cannon barrel to your right. Jump into the cannon barrel to be fired off toward a DK Coin.

World 1-3

The DK Coin in this stage can be found at the very end of the level.

World 3-4

To get this coin, you must make sure you finish first in the race. If you do that, simply get to the end of the level as normal, and you should find the DK Coin just beside the trampoline.

World 5-4

Instead of turning right from the start position, go left and jump up to get to a hook. From the hook, you should see a cannon barrel. Jump into the barrel to be fired straight to the DK Coin.

World 4-1

The DK Coin in this stage can be found at the very end of the level.

34

World 2-1

Head through the stage normally until you come to the spider barrel. Jump into the barrel to turn into a spider, then follow the banana arrow, using your spider webs as staircases to climb to the DK Coin.

★★ CHEAT ★★

To Get 47 Kremkoins

Highlight any file at the screen where you select which saved game to play. While holding ← or →, quickly press (A), (B), (A), (B). If the cheat has worked, you will hear a sound effect.



DONKEY KONG LAND III™



35

These cheats and bonus coin locations will brighten up your day!

Cheat Codes

Access the Sheepy Shop Subgame

Press ↑,↑,↓,↓,←,→ at the title screen. A sound confirms correct code entry. Begin gameplay to start the Sheepy Shop card-matching mini-game.

Get As Many Lives As You Want

In the Total Recoil stage, collect the extra life in the bonus stage, deliberately lose your current life, and repeat until you have as many lives as you want.



CAPE CODSWALLOP

The sleepy port town of Cape Codswallop is the starting point of Kiddy and Dixie's adventure....





General Guide

Bonus Coin Locations

Red Wharf

1. After the O, swim left through the wood.
2. Climb the rope just before the G and jump left.

Seabed Shanty

1. After the N, swim left past the Lurchin.
2. After the G, go to the left of the DK Barrel.

Ford Knocks

1. Jump right from the roof of the first house.
2. Fall into the narrow hole after the Halfway Barrel.

Total Recoil

1. From the start, jump left.
2. After the G, jump on the highest elevator.

Koco Channel

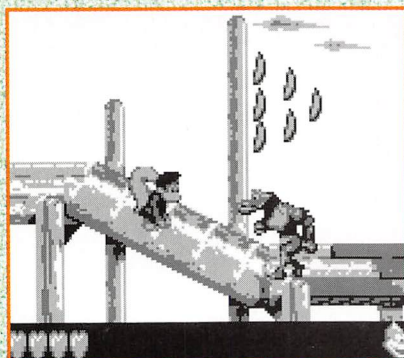
1. Helicopter to the left, above the Halfway Barrel.
2. When you reach the G, swim left as far as you can.

Liftshaft Lottery

1. Before the O, helicopter to the left.
2. After the G, jump left from the top of the elevator.

Barbos Bastion

Defeat Barbos.



Banana arrows often give you clues where to go next.

Coral Quarrel

1. Look underneath the pair of holes where fish appear.
2. After the N and the DK Barrels, go down, past the G.

Minky Mischief

1. Go down past the Buzz just before the Halfway Barrel.
2. Go up from the arrow of bananas inside a tree.

Jetty Jitters

1. Fall into the narrow hole with a rope over it.
2. Jump on top of the house after the N, then jump right.

Black Ice Blitz

1. After you lose your vehicle, go left and fall into the second hole.
2. After the DK Coin, jump at the lone banana.

Riverbank Riot

1. At the first area of water, jump in and go left.
2. At the pair of Buzzes, go down under them.



Aren't they cute?

Miller Instinct

1. The Bonus Coin is found to the right of the DK Coin, after getting Squawks.
2. Look above the maze and to the right.

Bleak Magic

Defeat Bleak.

Rocketeer Rally

1. At the K, go right and jump across the gap, using the helicopter.
2. From the G, jump left, using the enemy to bounce.

Vertigo Verge

1. When you see three Buzzes and four holes, go left and keep going.
2. After the G, go under the banana arrow.

Polar Pitfalls

1. When you see an O in a hole, fall in the next hole.
2. Fall into the hole right after the N.

Surface Tension

1. Found just behind the start.
2. Look in the hole near the O.

Tundra Blunda

Go back from the start until you're on top of the house, then jump up.

Redwood Rampage

After the jumping enemy, go as far down as you can, then go left.

Arich Attack

Defeat Arich.

Jungle Jeopardy

1. When you reach a conveyer belt, fall when you see a banana below.
2. After the G, fall into the hole with a Nicnak above it.

Footloose Falls

1. After the O, go left of the

- arrow of bananas.
2. Found in the hole right before the DK Coin.

Deep Reef Grief

1. When you reach the O, go right, passing the Lurchins.
2. After the N, go down when you see an arrow of bananas.

Karbine Kaos

1. After the K, use web platforms to go up.
2. After the N, use the barrel to go up, then swing left along the rope.

Simian Shimmy

1. Jump on the Booty Bird, which is hiding the O.
2. Jump on the Nicnak that is hovering over the Tin Barrel, then go up.

Rockface Chase

1. From the O, go right and then straight up.
2. After the G, go right at the arrow of bananas.

Krazy Kaos

Defeat Kaos.

Tropical Tightropes

1. Found just to the right of the K in the big hole.
2. Jump over the end flag and fall left down the hole.

Clifftop Critters

1. Go left from the bottom of the second vertical rope.
2. At the G, go as far left as possible, then jump.

Rickety Rapids

1. Fall into the hole before the Halfway Barrel, then go left.
2. Go left at the banana arrow after the G.

Bazuka Bombard

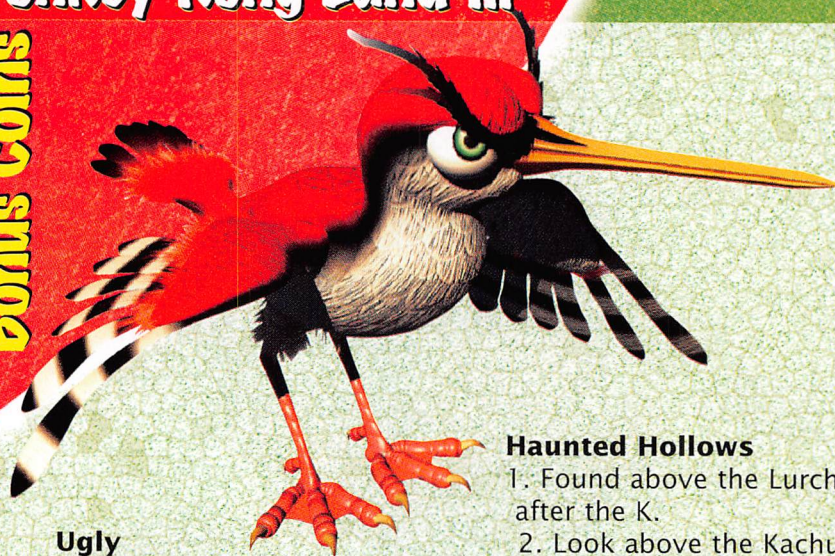
At the Kachuka before the N, helicopter to the right.



In Donkey Kong Land, bananas even grow underwater. You'll never go wrong in the game if you follow their trails...

Donkey Kong Land III

Bonus Coins



Ugly Ducting

1. From the start, go right, up, then left.
2. After becoming Squawks, go up and then right.

Stalagmite Frights

1. Climb the web platforms, between the O and the Barrels.
2. After the Animal Sign, go left and jump the first Barrel.

38

K Rool Duel

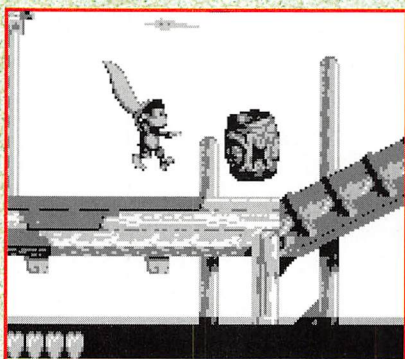
Defeat K Rool.

Whiplash Dash

1. Go right just before the finish.
2. Jump over the first Bonus Barrel.

Kuchuka Karnage

1. When you reach the three moving platforms, fall off to the right of the last one.
2. Found left and up from the N.



If you've lost your friend, you'll find her in here.

Haunted Hollows

1. Found above the Lurchin after the K.
2. Look above the Kachuka after the first Minky.

Rainforest Rumble

1. Found just behind the start.
2. Found under the Barrel after the No Animal sign near the end.

Barrel Boulevard

1. Before the O, helicopter to the left along the moving Barrel.
2. Go left at the second rope under the N.

Ghoulish Grotto

1. Go right before the No Animal sign.
2. Jump into the second Ghost Barrel while it's pointing straight up.

K Rool's Last Stand

Defeat K Rool.

DK Coin Locations

Red Wharf

Jump into the Barrel after the G.

Seadbed Shanty

Found above the G.

Ford Knocks

Found shortly before the finish.

Total Rekoil

Before you reach the K, keep going to the left.



Koco Channel

When you see the K, jump on the two Booty Birds toward the right.

Liftshaft Lottery

Just to the right of the N, get onto the lever going all the way up.

Coral Quarrel

Go left after the Halfway Barrel.

Minky Mischief

Before the finish, go outside the tree and jump to the left.

Jetty Jitters

Get the Tin Barrel first, then retrace your steps toward the start.

Black Ice Blitz

Jump over the end flag.

Riverbank Riot

Right at the beginning.

Miller Instinct

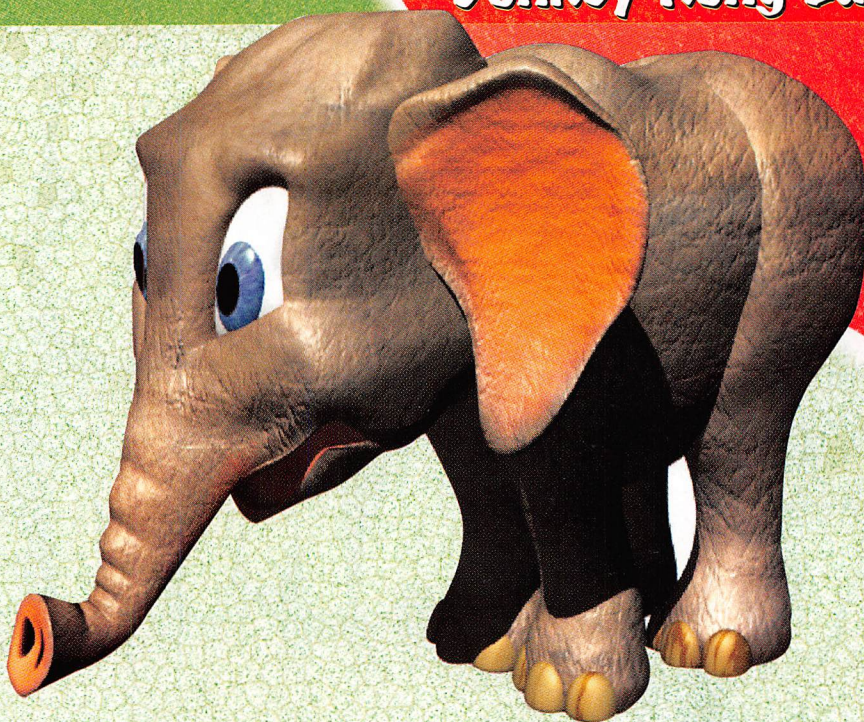
Look just before the Squawks Barrel.

Rocketeer Rally

Before the finish, go left.

Vertigo Verge

Look shortly after the Halfway Barrel.



Polar Pitfalls

Shortly after the Halfway Barrel.

Surface Tension

Look below the N.

Tundra Blunda

Found just after the finish.

Redwood Rampage

Jump on the second Nid, then go up.

Jungle Jeopardy

Look just before the finish.

Footloose Falls

Before the end, go directly right.

Deep Reef Grief

At the arrow of bananas pointing down, go right.

Karbine Kaos

Go left during the downward path a little after the Halfway Barrel.

Simian Shimmy

At the N, go left into the tree, then fall all the way down.

Rockface Chase

Look at the bottom of the last set of parallel ropes.

Tropical Tightropes

Go to the right at the start.

Clifftop Critters

Go left between the third vertical rope and the horizontal ropes.

Rickety Rapids

Walk past the finish rope while carrying a Tin Barrel.

Bazuka Bombard

Get in the hole before the finish.

Ugly Ducting

At the K, go right until you see a path above you, then go up.

Stalagmite Frights

Look between the N and the Animal Sign. Use the web platforms to climb up.

Whiplash Dash

Look immediately after the first No Coaster sign.

Kuchuka Karnage

Walk past the finish rope while carrying a Tin Barrel.

Haunted Hollows

Once you reach the surface, go left.

Rainforest Rumble

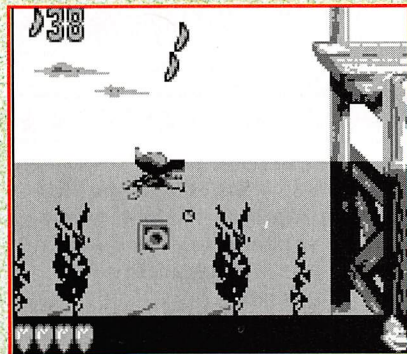
Walk past the finish rope while carrying a Tin Barrel.

Barrel Boulevard

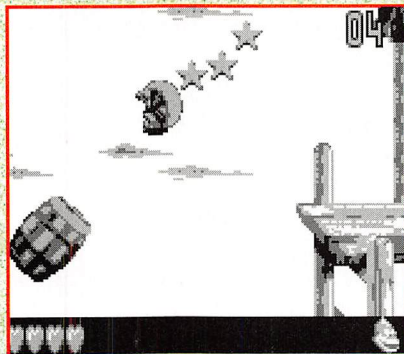
Look just to the left and down from the O.

Ghoulish Grotto

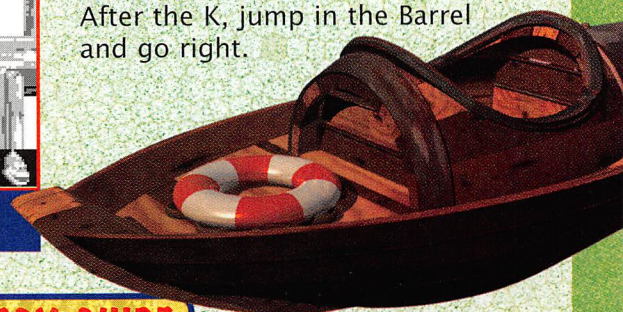
After the K, jump in the Barrel and go right.



One letter down, but it looks like you missed the "K." Oops!



A cannon barrel adds a few stars to Dixie's collection.



KIRBY'S DREAM LAND™

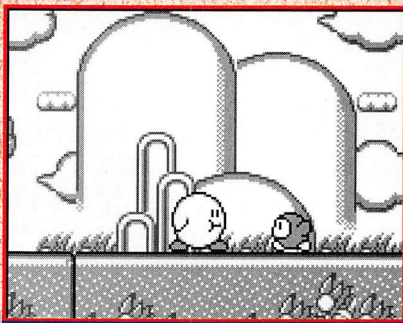
It's time to make like a
garbage disposal as our
cuddly balloon-faced hero
eats his way to success!

40

General Guide

Level One: Green Greens

There's a bomb-throwing boss in the middle of this straightforward level. Swallow



I'll be with you as soon as I've finished eating this candy.

the bombs he throws at you and fire them back at him to defeat him. The real boss is Whispy Woods, a big tree who also appears in *Kirby's Dream Land 2*. Duck his air blasts and swallow the apples that fall from the tree. Fire them back at him.

Level Two: Castle Lololo

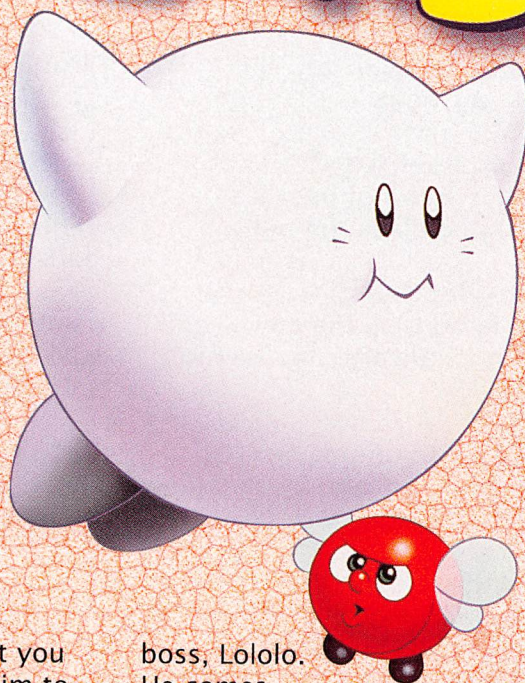
Go through the door to find the Microphone—finding this will destroy all the enemies on the screen. Continue through the level to meet the halfway

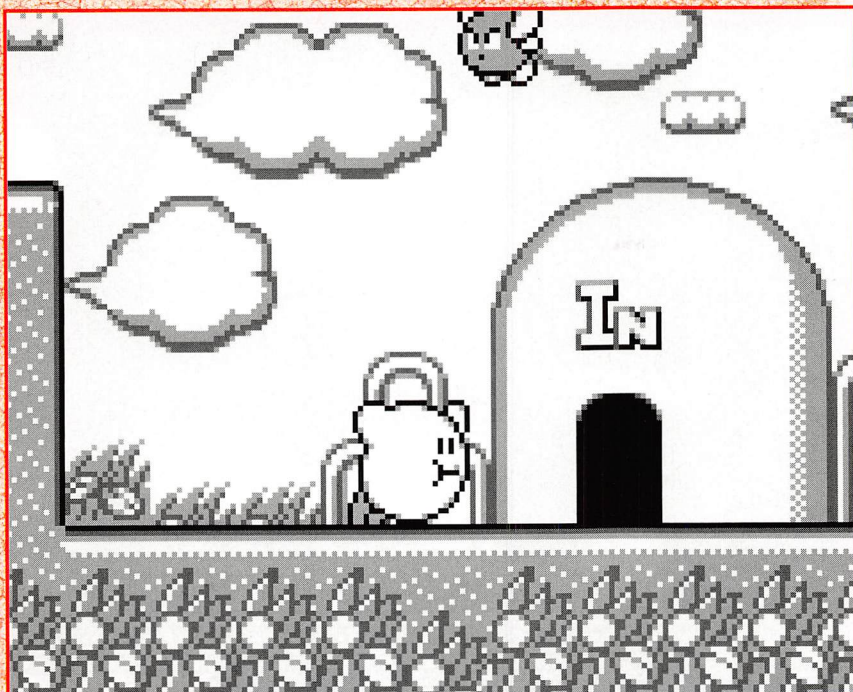
boss, Lololo. He comes through a door and throws blocks at you. Swallow the blocks and fire them at him to defeat him. Now continue

★★ CHEAT CODES ★★

■ **Configuration Mode**
Press ↓+⊕+ SELECT at the title screen. Options for the number of lives, sound test, and other selections will be accessible.

■ **Extra Game**
Press ↑+⊕+ SELECT at the title screen. A special game with additional enemies and a new ending will begin.





Surely Kirby's puffed-up body won't fit through that little doorway?

through the level until you reach a door with a mask on it. Go through this door to meet the boss, who is Lololo's twin. Use the same tactic you used against Lololo.

Level Three:

Float Islands

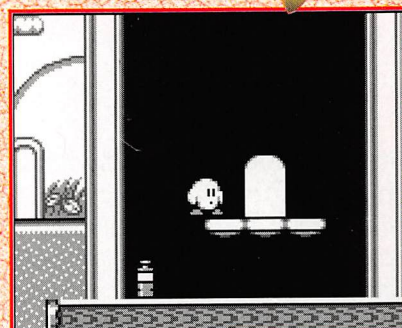
Head right, picking up the Bomb and Microphone as you go. Enter the door to the underground area and continue until you come to a vertical wall of blocks. Use your Air Burst attack to clear a path through them, then



Swallowing bombs isn't such a good idea in real life.



continue to the door that leads to the ship. Cross the ship and go through the door to reach the star, which will take you to the clouds. Go right to get the Lemon, then jump off to meet the boss, Blimp. Dodge Blimp's bullets and fly around attacking with your Air Burst until he's defeated.



Kirby looks surprised as the lights go out.

Level Four:

Bubbly Clouds

Don't try to swallow the face enemies; they'll explode on you. Destroy them with the Air Burst attack and go through the door. Continue through until you reach the cloud maze. Head up to and through the door to meet the halfway boss, Cyclops Eye. He drops

★★ GENERAL TIPS ★★ GENERAL TIPS ★★

Make Kirby Dance

Pause the game. Wait for a while and watch Kirby dance!

Secret Area

In the underground section of Float Islands, there's a group of Star blocks. Destroy them all to reveal a door to a secret room with a 1-up in it.

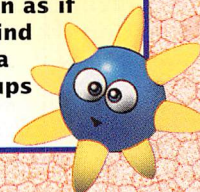
Secret Area 2

In the cloud maze in Bubbly Clouds, follow the path to

the left of the little pond. There is a hidden door leading to a secret room containing several power-ups and a 1-up.

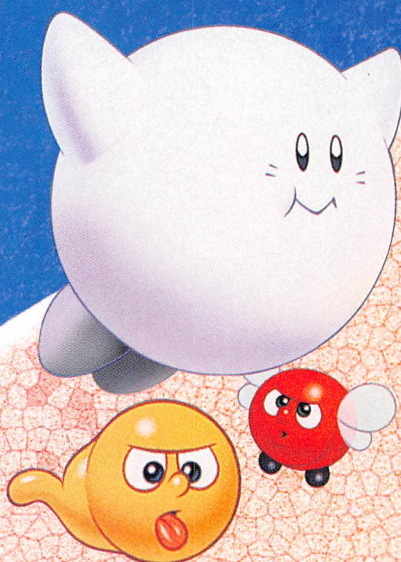
Secret Area 3

Also in Bubbly Clouds, reach the vertical section and fly to the crescent moon at the top. Enter the moon as if it were a door to find another secret area containing power-ups and two 1-ups.



Kirby's Dream Land

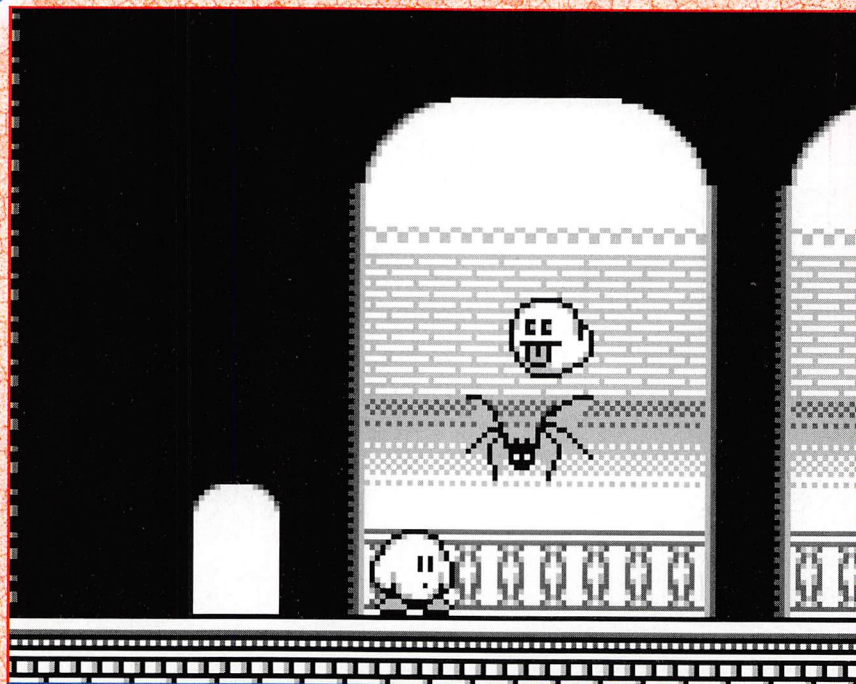
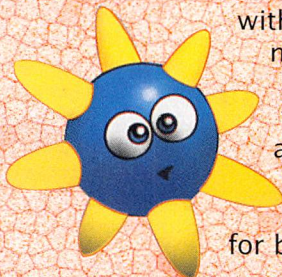
Normal Game Guide



little enemies at you—swallow them and fire them back at him. After defeating him, go to the star and get the Lemon. Smash the Star Blocks and exit through the door. Now get the fire power-up and burn through the blocks to exit. Fly up and go through the door to meet the boss, Kracko. Defeat him like you did the halfway boss, but watch out for his swooping attack, which you can avoid by jumping over it.

Level Five: Mount Dedede

Every exit in this stage is guarded by spiky enemies. Get rid of them by touching the Fake Kirby. When you enter each room, you'll find one of the previous bosses. Defeat each boss using the same strategies as before, then enter the picture of King Dedede. When he attacks you, dodge the attack and some stars will appear. Swallow the stars and fire them back at the King to defeat him.



Cough! Phew, I'm glad I haven't got that stuck down my throat any more.

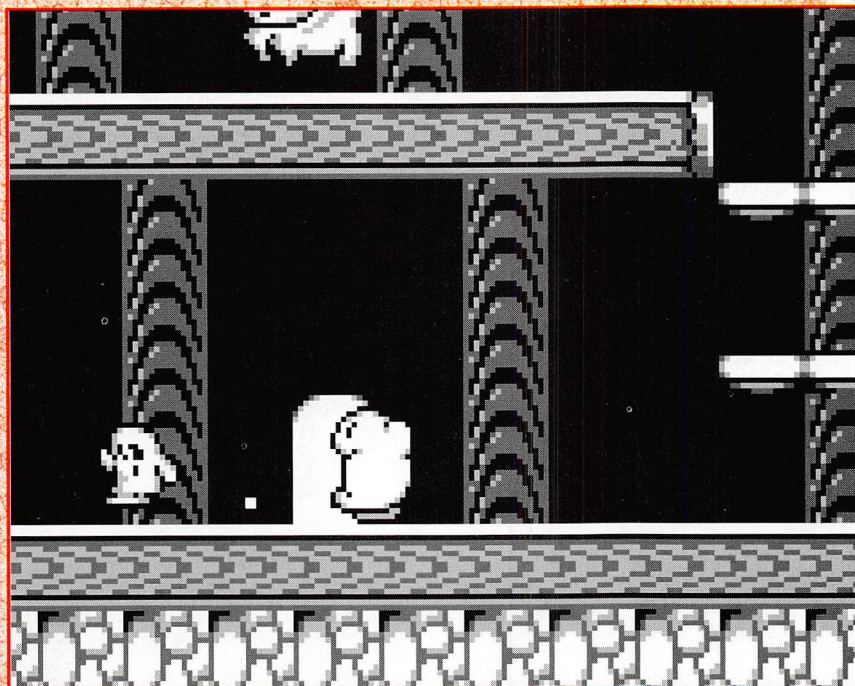
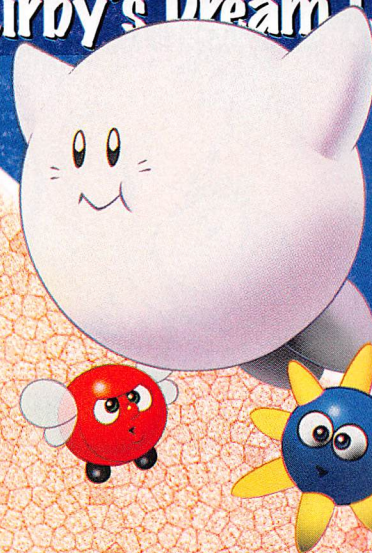
Extra Game Guide

When you complete the game or use the Extra Game cheat, you can play the game again at a harder difficulty setting. The level layout is the same as in the normal game, but more – and tougher – enemies block your path. The biggest difference concerns the bosses at the middle and end of each level. We outline the main changes here, but you'll have a better chance of defeating each boss if you also read the boss sections for the normal version of the game; the basic skills you'll need are the same, with only a few refinements necessary to survive the bosses' new attacks. So if you haven't done it already, read the guide to the Normal Game, then come back here ready for battle.

Extra Game Mode Stage 1: Green Greens

The bomb-throwing boss in the middle moves more quickly and throws bombs faster than his Normal counterpart. He also has a new move in his repertoire; when you suck in a bomb and are ready to blast it at him, watch out for the boss dashing straight at you before you can fire. Typically, the boss will try his first dashing attack after he's fired a couple of bombs.

The first level's end boss fires a faster and more evasive version of his air-burst weapon than in Normal mode—instead of coming straight at you like they did before, the air bursts move around. Also, spiky enemies



In a moment of weakness, Kirby has a try at picking on someone his own size....

now fall out of the tree along with the harmless apples that you've seen before. Jump clear of these new enemies when they come toward you or you'll be painfully spiked.

Extra Game Mode Stage 2:

Castle Lololo

When you meet Lololo in this mode, he uses a new attack—he throws a spiky enemy at you after he throws the box. To avoid the spiky enemy, jump onto the platform after you've sucked in the box, then jump back down after the enemy is out of the way and shoot the box at Lololo.

The end-level Lololo Brother and Sister are faster than in the Normal game version, but your biggest problem is the extremely small space you must fight in. Your movements and reactions must be extremely quick and very precise if you don't want

to get clobbered.

Extra Game Mode Stage 3:

Float Islands

Blimp isn't much harder in the Extra Game than he is in the Normal version. He fires at you more, and his shots are more accurate, but he has no new attacks or powers. You should be able to defeat him by using the same tactics as before.

Extra Game Mode Stage 4:

Bubbly Clouds

The Cyclops Eye in the middle of this stage fires bombs at you instead of throwing enemies like he did before. Also, he attacks in a new pattern, but you can hide safely by ducking down in the bottom-left corner of the screen. This tactic also works well against Kracko at the end of the level.



Extra Game Mode Stage 5:

Mt. Dedede

Like the Normal version, the fifth stage in the Extra Game involves fighting the four previous main bosses again. As you might expect, the bosses have all their extra powers and new attacks when you meet them the second time.

After defeating the bosses, you'll come up against King Dedede again. Thankfully, the King isn't armed with any devastating new skills and acts more or less exactly the same way he does in the Normal game. The only difference is that he's a little faster this time. When you defeat King Dedede in Extra Game mode, you'll get the code for the Configuration Mode.



Kirby and Whispy get involved in a tense whistling contest.

KIRBY'S DREAM LAND 2

For Kirby's second trip to the Dream Land, he's got all his buddies along to help!

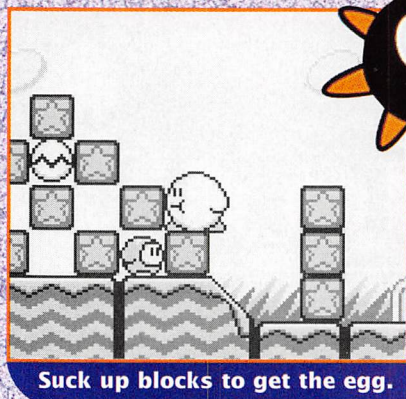
44

General Guide

Level One: Grass Land

Stage 1.1

This is a practice stage where you can get familiar with your powers and attacks. You can find the Parasol power-up here, in World B. At the end of the level, when Kirby



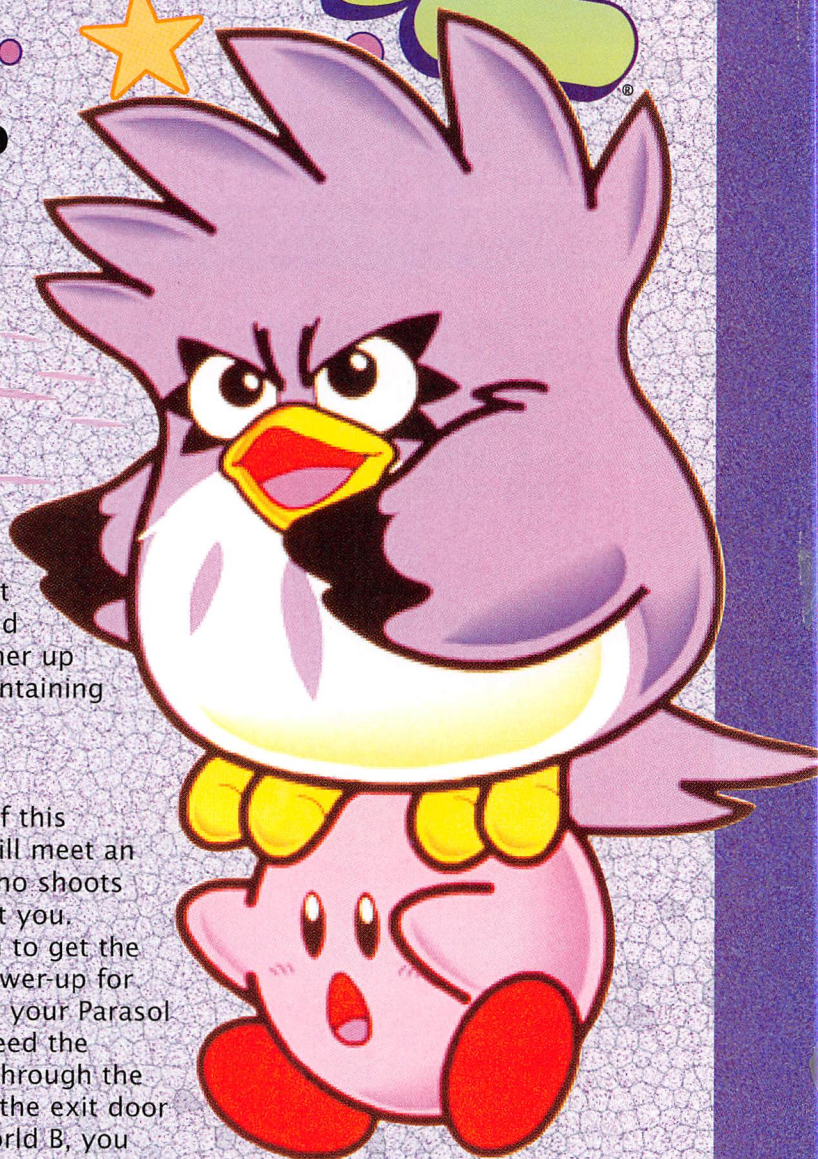
Suck up blocks to get the egg.

bounces on the cloud, press Ⓐ at the right time and he'll bounce higher up into a section containing bonus items.

Stage 1.2

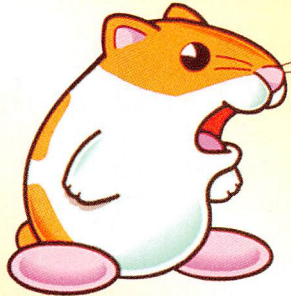
At the start of this world, you will meet an enemy who shoots fireballs at you. Defeat him to get the Fireball power-up for yourself (swap your Parasol for it). You'll need the Fireball to burn through the blocks guarding the exit door to World B. In World B, you find Rick the Hamster in a bag guarded by a sub-boss who shoots fireballs. You can defeat the boss easily if you

get rid of your Fireball and use the stars that appear after the boss charges you. After you



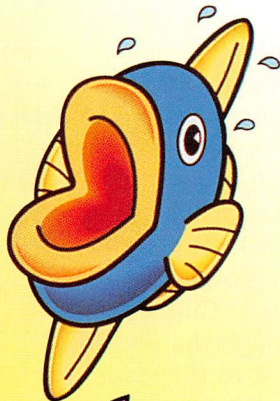
Special powers

Throughout the game, Kirby will meet some of his animal friends. If you use certain power-up items when you're with particular friends, you'll get special powers. Here's the full list.



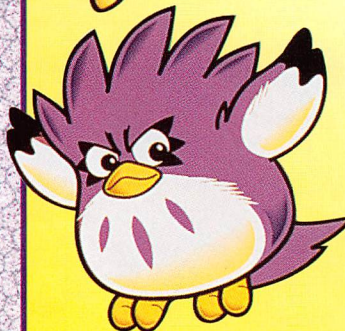
Rick the Hamster

- Rick + Parasol:** Parasol ball attack
- Rick + Fireball:** Flame breath
- Rick + Needle:** Porcupine Rick
- Rick + Spark:** Laser attack
- Rick + Ice:** Snowman attack
- Rick + Cutter:** Kirby-rang
- Rick + Stone:** Boulder Roll attack



Kine the Fish

- Kine + Parasol:** Parasol attack
- Kine + Fireball:** Fireball spit (doesn't work well in water)
- Kine + Needle:** Thorny fish attack
- Kine + Spark:** Light beam
- Kine + Ice:** Icy fish attack
- Kine + Stone:** Stone fish attack
- Kine + Cutter:** Sonic attack



Coo the Owl

- Coo + Parasol:** Tornado attack
- Coo + Fireball:** Diving fireball attack
- Coo + Needle:** Thorny Kirby
- Coo + Spark:** Lightning attack
- Coo + Ice:** Ice sweep
- Coo + Stone:** Stone drop
- Coo + Cutter:** Feather attack

defeat the boss, swallow him to get Fireball power back. You will team up with Rick, who can also shoot fireballs. Move on to World C and swap your Fireball for the Parasol near the start to get the Parasol Ball attack (Kirby balances on the Parasol to attack higher enemies).

Stage 1.3

Near the bridge in World A, you can find two stars hidden behind blocks. Continue right through World B into World C,

where you enter an empty room. Smash down through the floor and go right, where you can smash the blocks using your Parasol attack. Jump up to find the first of the seven Rainbow Drops you need to defeat Dark Matter at the end of the game. Move on through World D, stopping to pick up another star, and prepare to meet the Level 1 boss.

Boss: Whispy Woods

Whispy Woods is a big tree



Bounce high on the bonus star.



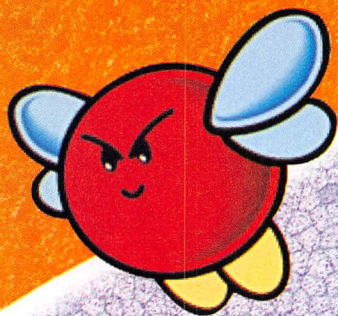
What's in the ball?

who appears in many Kirby games. He's pretty easy to beat. Swallow the apples that fall from his branches and fire them back at him while dodging his simple attacks.

Level Two: Big Forest

Stage 2.1

In World A, go right and collect one of the Parasols. Move on to World B, where you find Coo the Owl in a room guarded by a single enemy. Now, if you have a Parasol,



you'll have the Tornado attack with which you can defeat several enemies at once. If you don't have a Parasol by the time you meet Coo, there's another one in World C.

Stage 2.2

Here you'll find the Cutter power-up, which you can swap for the Fireball if you want to. Neither helps you kill the indestructible spiky enemies, though, so ignore them. Fly up to the door at the right and move into World B. About halfway through, you find the Needle power-up, with which you can return to the start of World A and smash through the low blocks

that lead to the second Rainbow Drop.

Stage 2.3

Swap the Needle power-up for the Parasol again and head to World B. The Parasol will come in handy as you fight your way up through this world. There's a handy Health Drink at the top. Move on to World C and fight the Parasol sub-boss by spitting back the objects it kicks at you. Move on through World D and get the star, dodging the Needle enemies as you go by using the Parasol spin. Continue through World E to meet the bosses.

Bosses: Nruff and Nelly

It's best to tackle these two porcupines as Kirby on his own. Nruff will spit little Nellies at you, which you can swallow and fire back at

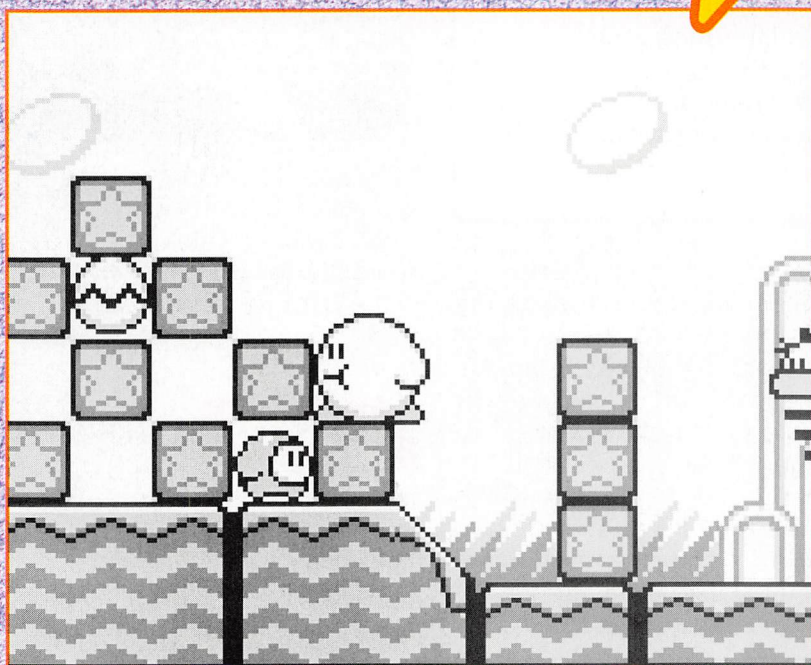
him, but don't try to swallow the bombs.

Level Three: Ripple Field

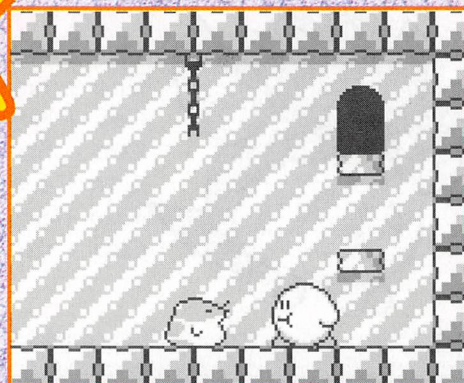
Stage 3.1

Find Kine the Fish as soon as possible; he'll make this entire level much easier. In the first world, you find the Stone power-up, which enables Kirby to roll down hills and knock over enemies like bowling balls. Don't forget to drop the power-up before you go through the door to World B, because acting like a stone in water isn't very useful. Swim through World B to the door at the right, being careful not to get hit—you can't regain your power-up in water. Swim through World C, fighting off enemies with your Water Gun attack, and pass through the door that leads back to the stage exit in

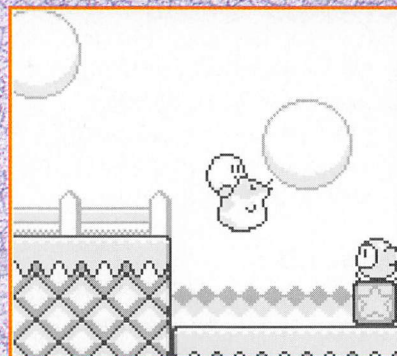
46



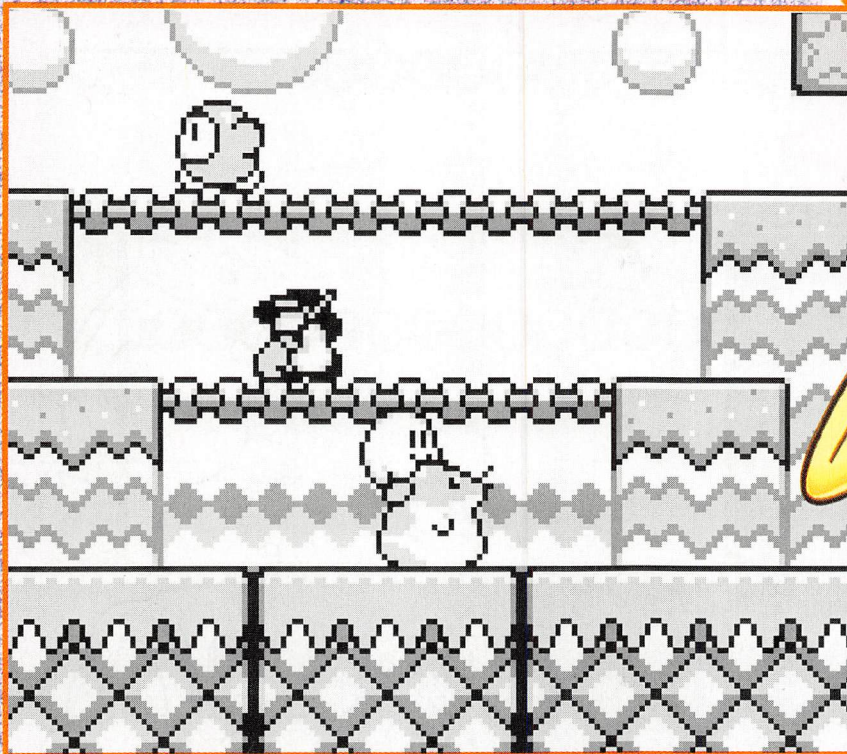
Secret doors are often guarded by walls of blocks like this one.



Rick the Hamster is free!



Hasn't he grown up quickly?



Kirby's animal buddies all protect him while they're carrying him.

World B.

Stage 3.2

Ignore the Parasols and fall all the way down into the water. In a room just to the right of the start of World B, you find Kine the Fish, who helps you swim against the currents more easily. Continue on until you meet a sub-boss who has the Spark power-up. When it fires lightning bolts at you, swallow them and fire them back. If you're with Kine, you can also fire electric Light Beams. Defeat the sub-boss and continue into dark World C. Light it up with the Spark power-up so you can find the secret room with five stars. Exit to World D, and continue on, ignoring the Fireball and Needle power-ups.

Stage 3.3

If you've kept the Spark power, you won't have too much trouble in the first world. You'll find Kine here if you lost

him along the way. Continue to World B and hop out of the water and into the first pool. When you see a door as you're carried around the pool, float up into it and use Kine to go through. There are five stars here, and the spark will reveal the location of the third Rainbow Drop. Backtrack to the surface and take the Stone power-up that you find above the door after you've killed the enemy. Go back to the room containing the stars and use the stone to break through

the blocks that lead to the Rainbow Drop. Exit to World C and allow yourself to be swept along by the currents that lead you to the boss.

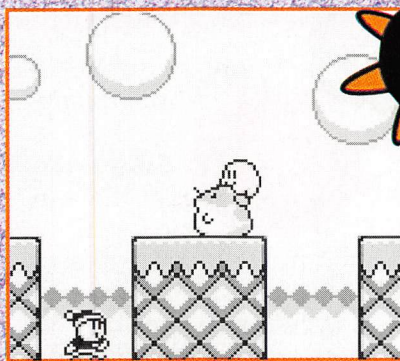
Boss: Sweet Stuff

Attack Sweet Stuff by swallowing and shooting little sea creatures at him. Stay at the bottom of the screen to avoid his energy beam attacks. When you defeat him, you free Ripple Field.

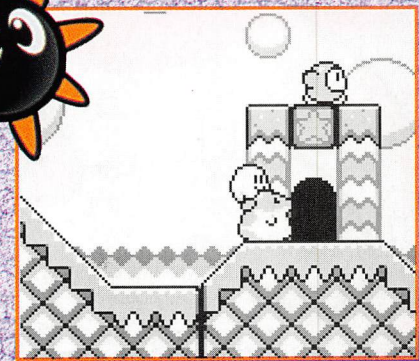
Level Four: Ice Berg

Stage 4.1

Rick the Hamster is a useful ally in this level because he doesn't slip on the icy surfaces like Kirby does. Seek him out at the start by getting the Spark power-up and taking it with you to get the Fireball from the first door. The Fireball will let you melt the ice blocks and free Rick.



Dream Land has many moons.

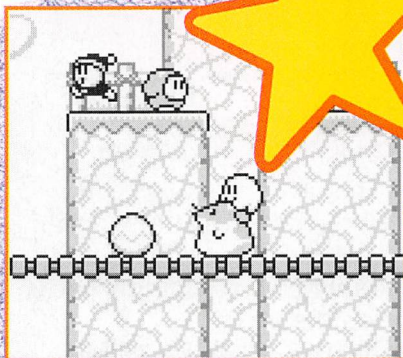


Another exit safely reached!

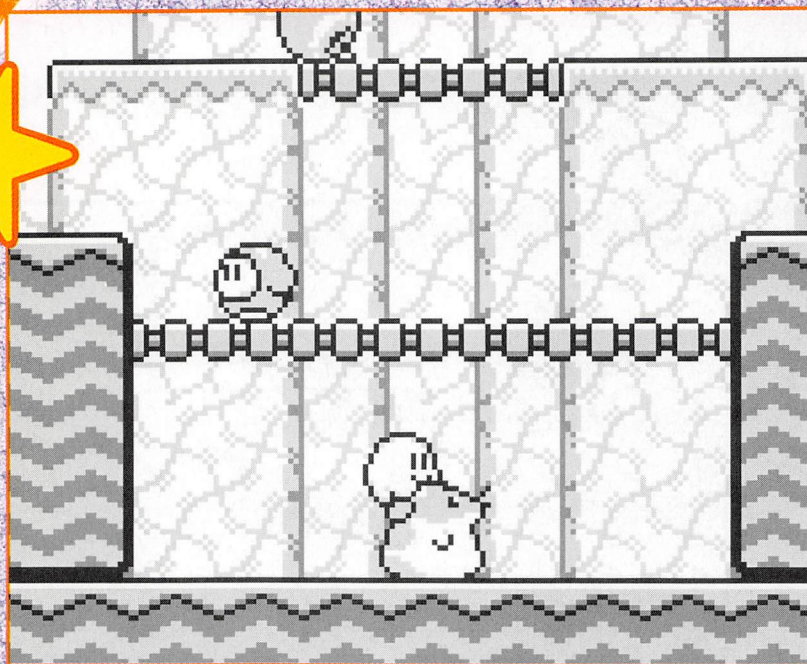
Kirby's Dream Land 2

General Guide

48



No time for soccer now, Rick.



Be careful to protect Kirby's head while jumping upwards.

Once you've got him, get the Spark back to give Rick the Laser attack. Go right and be careful of the enemies in the next room. If you make them angry, they'll charge at you and explode, causing you to lose Rick. Continue to World B, where you can get the Ice

power-up and give Rick the Snowman attack, which lets you freeze enemies and kick them around as weapons.

Watch out for the ground melting away as you move on to World C to meet the Stone sub-boss. Dodge his attack and fire back the rocks that appear as he hits the ground. When you've defeated him, get the Stone power-up to equip Rick with the Boulder Roll attack. This lets you stand on top of Rick and roll over enemies like a steamroller. Use this attack at the start of World D, then swap it for the Cutter power-up if you want to. This lets Rick throw Kirby like a boomerang.

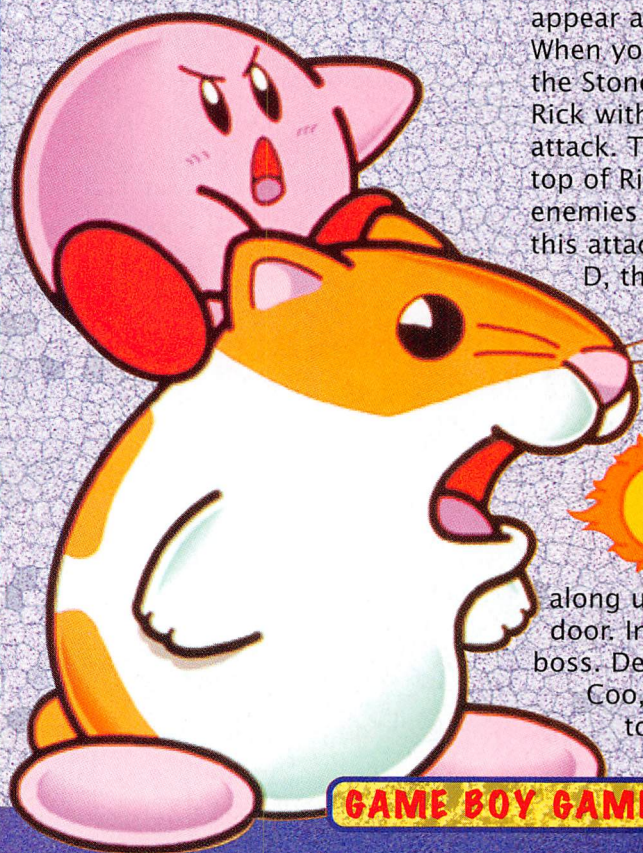
Stage 4.2

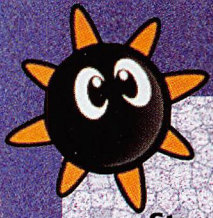
Let the wind blow you along until you come to a door. Inside is a Parasol sub-boss. Defeat him and free Coo, who will enable you to fly against the wind

to the door on the left. In World B, fly up and use Coo's Parasol attack to destroy the icicles. Head to the door, collecting the stars on the way. World C has several walls of blocks that must be destroyed to get to the room full of enemies halfway through. From this room, get a Fireball power-up and go up and right to the exit. (Beware of losing Coo to the exploding enemy.)

Stage 4.3

Grab a Spark power-up from one of the various enemies and move to the next room, where there's an Ice sub-boss. Defeat it with the Spark to free Kine the Fish and go through the door to World C. Get the star and head straight through to World D. Hold on to Kine, even though he makes progress a little difficult at this point. The exit is on some thin ice, so wait for the Fireball enemy above it to move, then fall through the top platform so you hit the door.





Stage 4.4

Defeat the Fireball sub-boss and take the power-up. Move on to World B, which is an autoscrolling world. There's an exploding enemy whom you can freeze with the Ice power-up, but make sure to get a Fireball before you go through the door. You need the Fireball in World C to melt the middle set of blocks on the pool. Drop down the gap and you'll see the door to the fourth Rainbow Drop, guarded by three blocks. Use the tactic from the end of Stage 4.3 to get to it. Get rid of Kine and exit to the boss.

Boss: Ice Dragon

During the freezing-breath attack, simply stay away as far as possible from the Dragon. When he stomps on the ground, he'll throw an icicle at you that you can jump over. When he uses the ceiling icicle attack, swallow the icicles and fire them back at him.

Level Five: Red Canyon

Stage 5.1

Go to the middle room and defeat the Spark sub-boss. You'll free Rick, whose Laser attack will get you to World B, which is filled with indestructible spiky enemies. Jump to their platforms when they're bouncing at their highest point and continue to the door, which is suspended in midair—remember to hold ↑ as you jump to it so you don't sail right past it and die. In World C, knock out the blocks to make the enemies fall into the pits. Kill the Knight guarding the door and go through.



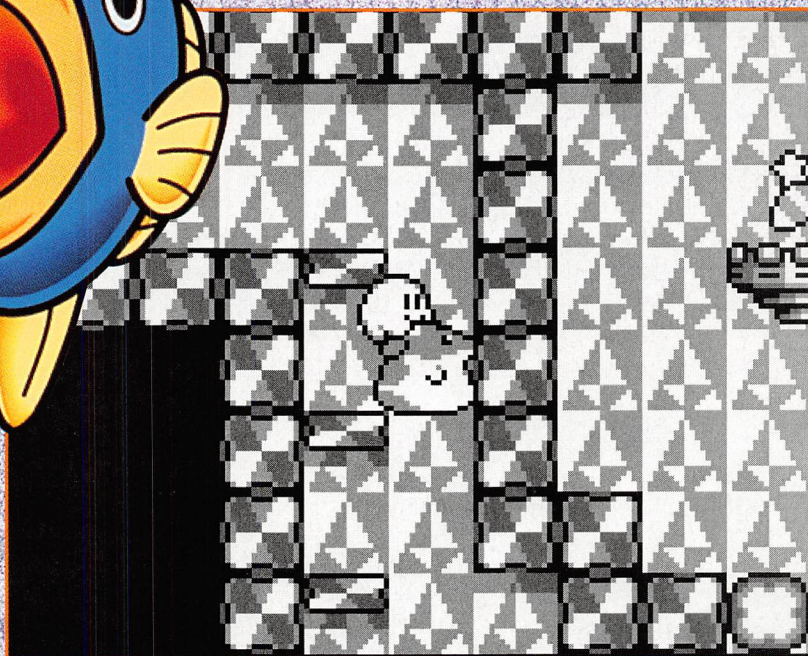
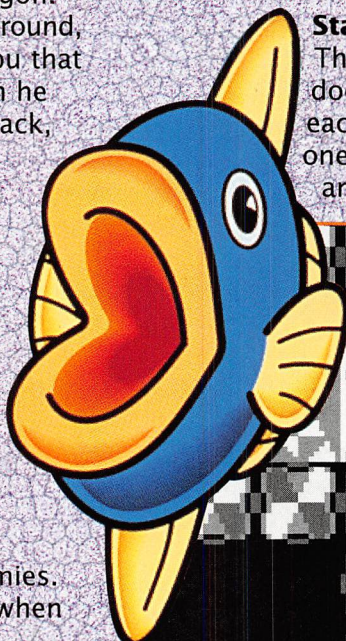
Isn't that your dentist, Rick?

Stage 5.2

Get the Needle power-up and exit to World B to meet the Cutter sub-boss. Jump over his blades and fire them back at him to defeat him and free Coo the Owl, although you don't need him for World C, which is another autoscrolling world.

Stage 5.3

There are three doors here, each containing one of your animal friends.

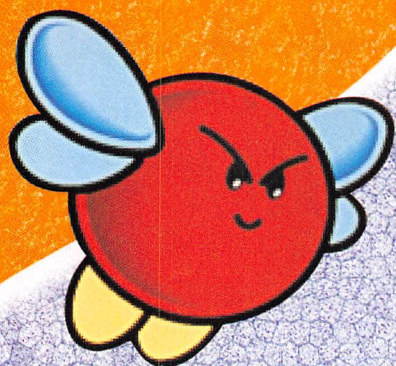


It's almost time to say goodbye to Rick and meet Coo the Owl.

Pick one and go right, up to the Parasol power-up halfway through. In World B, drop into the water at the start for a Tomato; be careful not to let the currents carry you into spikes. Exit to World C and get the Needle power-up before leaving for Stage 5.4.

Stage 5.4

Head straight to World B and defeat the Needle sub-boss by getting it to shed its spikes and then fighting it in the usual way. Free Coo the Owl and move to World C, where he'll help you fly against the wind and avoid hitting things.



Go through the door at the right to World D. Fight your way through the water and destroy the exploding enemies near the end. Dodge the moving spikes and exit to the next stage.

Stage 5.5

First, return to Stage 5.3 and get Rick the Hamster, then come back to Stage 5.5 and get the Spark power-up. Head through the right-hand door (there's a Tomato through the left-hand door if you need it) to World B. This is an autoscrolling level that goes upward, so dodge the enemies rather than fighting them, and ignore the first door. At the top, there are some Needle enemies guarding the door to the fifth Rainbow Drop. Use Rick's Laser attack to defeat them and get the Rainbow Drop, then get rid of Rick and go on to World C. Head all the way down, defeating enemies with



Kirby is exposed to less danger when riding on Rick's back.

your Spark, and meet the next bosses.

Bosses: Mr. Shine and Mr. Bright

These two work as a team, but they have separate life meters. Jump over Mr. Shine's cutter blades (but don't try to swallow them) and dodge Mr. Bright's sunbeams. Spit the stars back at Mr. Shine or absorb them for the Fireball power-up. If you absorb Mr. Bright's stars, you get the Cutter power-up. When the

joint attack, hide in Mr. Shine's shadow.

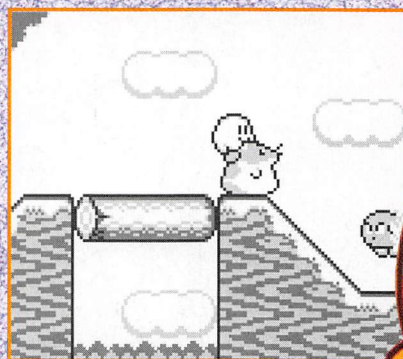
Level Six: Cloudy Park

Stage 6.1

In World A, avoid the indestructible spiky enemies by flying over rather than between them. Continue on carefully to World B, where you find a Parasol sub-boss. When you defeat him, you'll



Celebrate your victories!



That bridge looks unsafe....





Coo and Kirby take to the sky.

free a random friend. The door to World C is another midair one, so remember to hold \uparrow as you jump to it. Pick your favorite power-up and fight through World C to the exit.

Stage 6.2

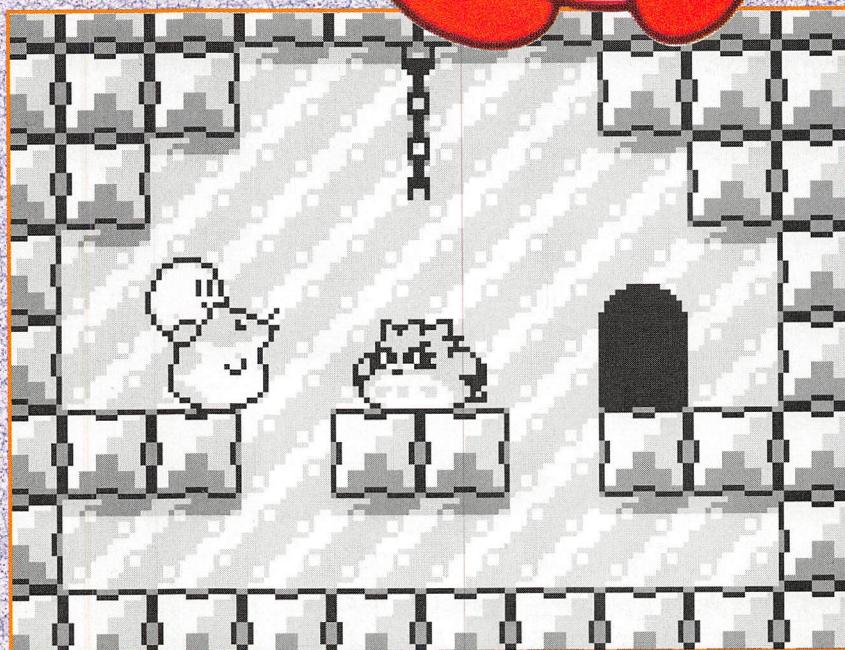
If you didn't get Kine the Fish from the Parasol sub-boss in the previous stage, go back to Stage 5.3 and get him from there. Then return and get the Ice power-up to break the special blocks protecting the exit to World B. Move to the third platform (the one before the 1-up) and jump to the right to land on a platform with a pool and a door. Go through the door and swim against the current to get to another door, where there's a Spark sub-boss. Defeat him and get the Spark power-up.

Backtrack to the door at the pool and then re-enter the pool. This time, swim *with* the current and go through the door to defeat a Stone sub-boss, but don't take the Stone power-up. He'll free Rick, so take him and head to World C. Use the Spark power-up you got from the previous sub-boss to knock out the blocks under the cannons and free Coo the Owl. Take Coo and enter World D. Fly against the wind until you get to the door

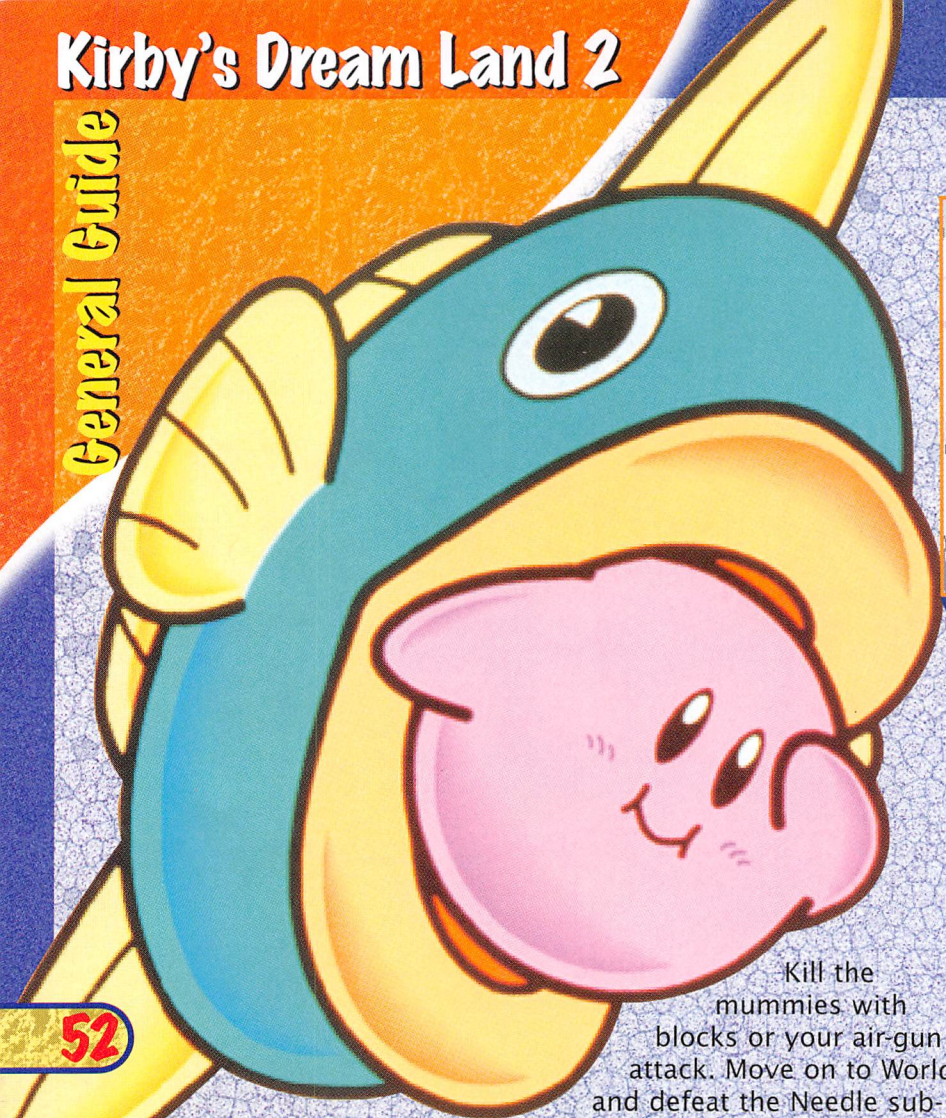
with a Cutter sub-boss behind it. Defeat him and take the Cutter power-up. Fly around the spikes carefully until you come to another door. Then use the Cutter attack to break the blocks protecting the sixth Rainbow Drop. Collect it and exit the stage.



51



Here, you can choose which of your buddies to take with you.



Kill the mummies with blocks or your air-gun attack. Move on to World B and defeat the Needle sub-boss to free a random friend. World C's exit door is at the upper left and is defended by indestructible spiky enemies. World D's exit is at the upper right and leads, obviously, to World E. There you must smash a path through the blocks to get to the end, where you find three 1-ups.

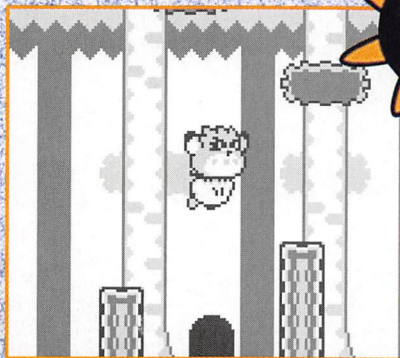
Stage 6.3

Go straight through World A to World B. Destroy the enemies and use the power-ups to break the blocks guarding the door in the middle that leads to World C. World C's exit is at the bottom.

Stage 6.4



Coo can fly over most enemies.



a hidden door among the trees



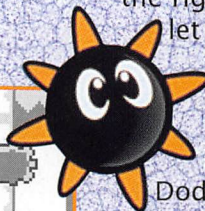
There are secrets everywhere....

Stage 6.5

Head straight through World A to World B. To get past the wind, fly as low as possible until you reach the exit to World C. World C has five doors, most of which contain only enemies. Go through the fourth door for five stars, then go through the second door to get out.

Stage 6.6

To start off, you meet a Spark sub-boss; defeat him and take the Spark power-up. Now continue to World B, where you meet a friend. Take him to World C and let the wind carry you along until you get to the door at the bottom. World D is a water maze with the door at the right-hand side. In World E, let the wind carry you up to the exit where you find the boss.



Boss: Kracko

Dodge Kracko's laser attack and wait for him to appear from the clouds. When the little enemies appear, swallow them and fire them at Kracko's eye. When he fires energy bolts at you, hide in a corner. After four hits to the eye, Kracko will form a cloud and attack you with lightning.



Avoid it by running to the opposite side. Swallow the little eyes and fire them back at Kracko to defeat him.

Level Seven: Dark Castle

Stage 7.1

Head straight through World A to World B, which is another upward autoscroller with a long stretch leading to the exit. World C has a Fireball sub-boss. Defeat it and exit the stage.

Stage 7.2

Drop whatever power-up you're carrying before you go into the water because your water gun attack will be the most useful. Continue to World B and grab your favorite power-up, then go on to World C. The top door in World C holds a Knight. Defeat him and free a random friend, then

go through the door below for three 1-ups and the exit. World D has a Spark enemy who reveals the exit when you defeat it.

Stage 7.3

Fly through to the door at the right. World B is another autoscroller, so be careful not to make any mistakes or you'll be forced down the wrong path. When you get to World C, defeat the Ice sub-boss to go to Stage 7.4.

Stage 7.4

The first two worlds of this stage are the same as Stage 7.1, except reversed. World C has a Cutter sub-boss to defeat to exit the stage.

Stage 7.5

This stage is much the same as

stage 7.2, except with a Stone sub-boss at the end.

Stage 7.6

This stage is much the same as Stage 7.3, except with a Needle sub-boss at the end.

Stage 7.7

This is the last main stage of the game. World A and World B are straightforward, but World C contains the seventh and final Rainbow Drop. To get it, first take the Fireball power-up and break the



Now, how are you going to get to that bonus item down there?



Another tricky situation....

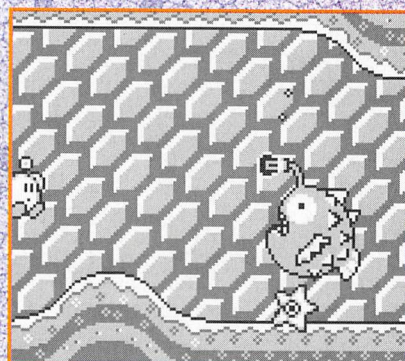


Who's in the sack this time?

Kirby's Dream Land 2



In water, go with the flow.



Use the stars to defeat the fish.

special blocks surrounding the door to the left. Go through it to World D, take the Stone power-up, and use it to break the special blocks to the right. Go on to World E, take the Needle power-up, and go through the left door to World F. In World F, get the Ice power-up and head to the left. In World G, get the Cutter power-up and exit to the right. This should lead you to World H, where you'll be able to retrieve the Rainbow Drop. Carry on through World I and World J,

defeating the Parasol sub-boss and moving on to the boss, King Dedede.

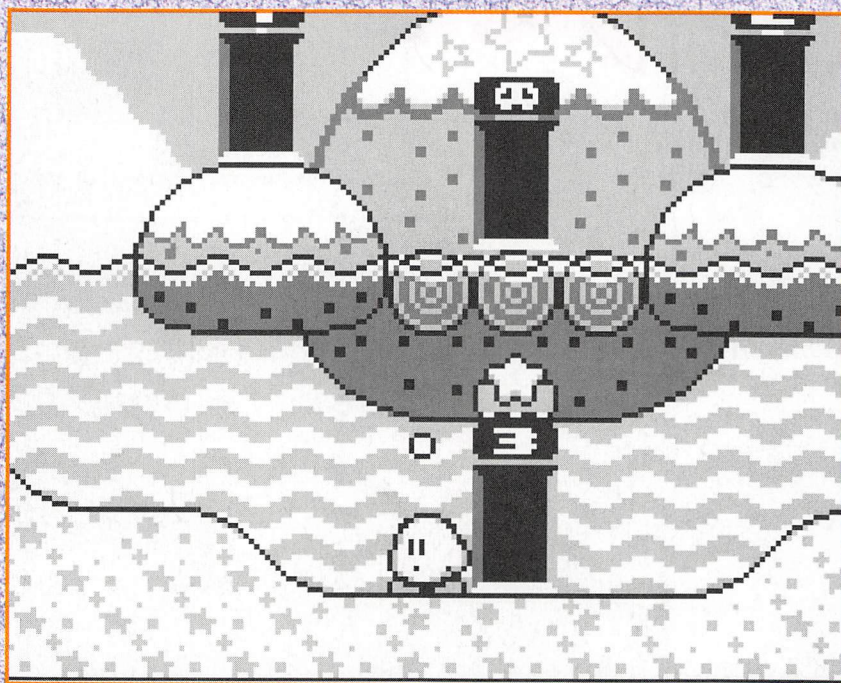
Boss: King Dedede

King Dedede is only vulnerable to being attacked with the stars that appear when he jumps on the ground or uses his hammer. Dodge the hammer attacks and the explosions that occur when you make him angry, and keep firing stars until he's defeated. At this point, if you don't have all the Rainbow Drops, the

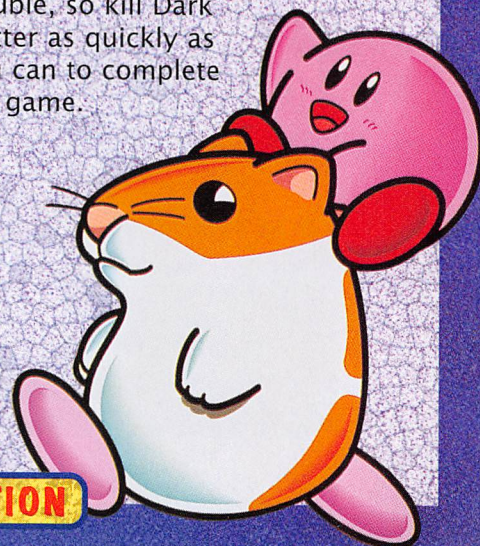
game ends. If you've collected all seven, though, King Dedede gives up the Rainbow Sword, which you can carry into battle against Dark Matter, the ultimate boss in *Kirby's Dream Land 2*.

Ultimate Boss: Dark Matter

Dark Matter first appears as a wizard with a sword that shoots energy beams. When he attacks you with energy balls, use the Rainbow Sword to knock them back at him. When defeated, he turns into a giant eyeball. The eye fires more energy balls at you, which you can knock back in the same way. Dodge its Fireball attacks, and when it fires dark energy at you, avoid the energy by standing parallel to it. There's a time limit to worry about, and if you let the eyeball get to the ground, you'll be in big trouble, so kill Dark Matter as quickly as you can to complete the game.



Two stages down, and one more to go before you meet the boss.



POKÉMON

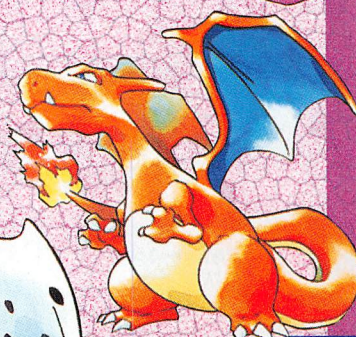
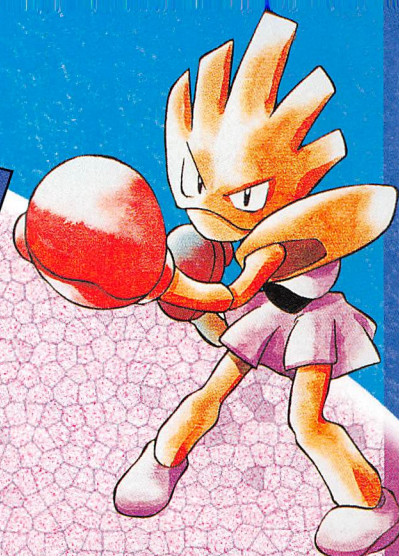
Gotta catch 'em all!

**It's the greatest Game Boy game of all!
Here's how to get the jump on your pals
and get all 150 Pokémon first!**

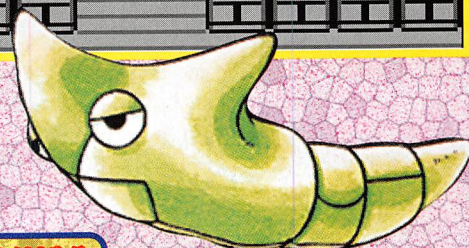
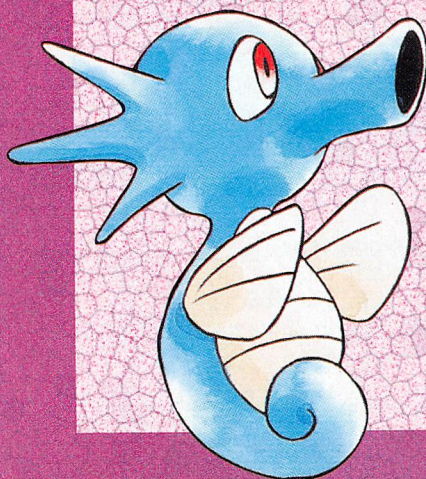
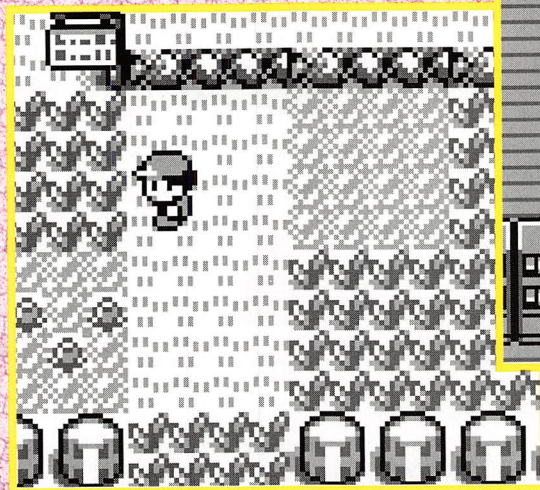
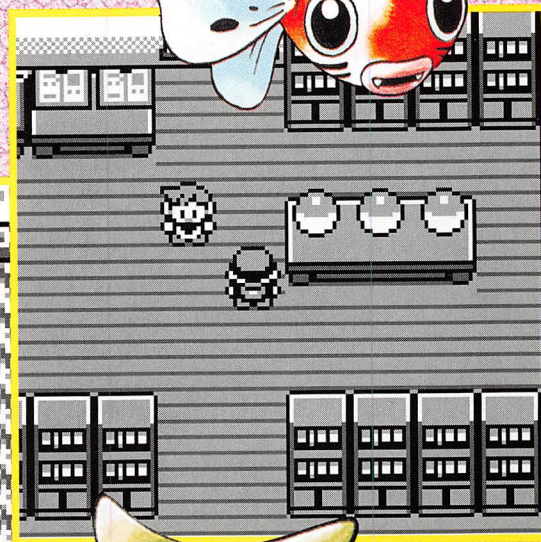
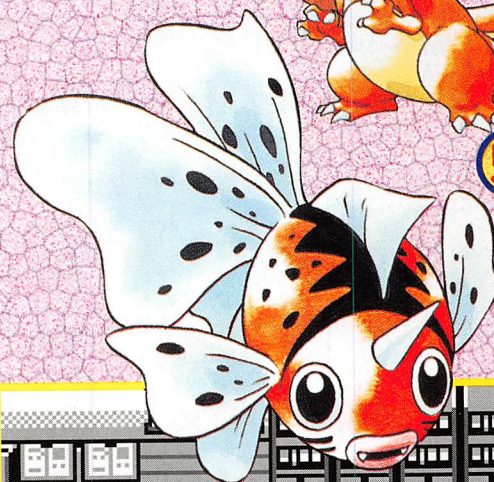
Pokémon comes in two different versions, Red and Blue. The two games are identical, but the collection of Pokémon found in each game is slightly different. Each version contains only 139 of the total 150 Pokémon that it is possible to find. To get all 150, you must either get both versions of the game or find a friend who has the other version and trade Pokémon by using the Game Boy's Game Link Cable. The tips here work on both versions of the

game unless otherwise stated.

Rather than lead you by the hand through every last step of this awesome and huge game, these tips and guides give you all the background information, hints, and help you need to get the maximum possible fun out of *Pokémon*. For a complete walkthrough, see *Pokémon: Prima's Official Strategy Guide*.



55





1. Bulbasaur

Pokémon type: Grass/Poison
Location: One of the starting Pokémon



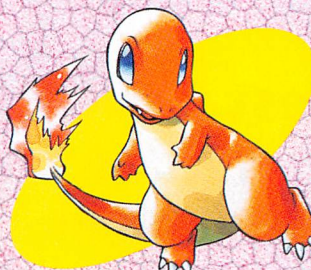
2. Ivysaur

Pokémon type: Grass/Poison
Location: Evolves from Bulbasaur at Level 16



3. Venusaur

Pokémon type: Grass/Poison
Location: Evolves from Ivysaur at Level 32



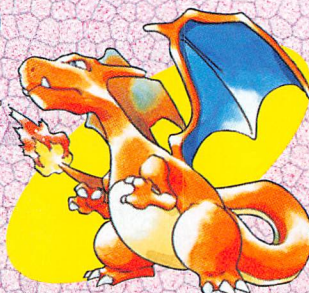
4. Charmander

Pokémon type: Fire
Location: One of the starting Pokémon



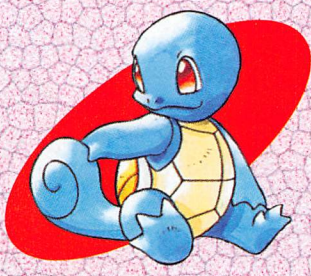
5. Charmeleon

Pokémon type: Fire
Location: Evolves from Charmander at Level 16



6. Charizard

Pokémon type: Fire/Flying
Location: Evolves from Charmeleon at Level 36



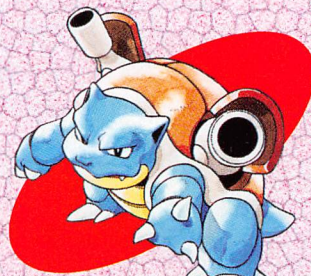
7. Squirtle

Pokémon type: Water
Location: One of the starting Pokémon



8. Wartortle

Pokémon type: Water
Location: Evolves from Squirtle at Level 16



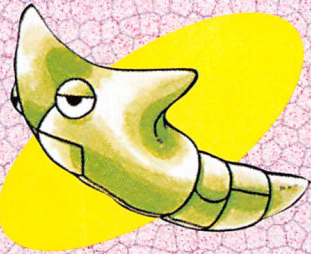
9. Blastoise

Pokémon type: Water
Location: Evolves from Wartortle at Level 36



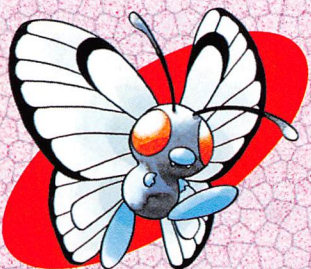
10. Caterpie

Pokémon type: Bug
Location: Found in Route 2, Viridian Forest, or Route 25



11. Metapod

Pokémon type: Bug
Location: Evolves from Caterpie at Level 7 or found in Viridian Forest, Route 24, or Route 25



12. Butterfree

Pokémon type: Bug/Flying
Location: Evolves from Metapod at Level 10

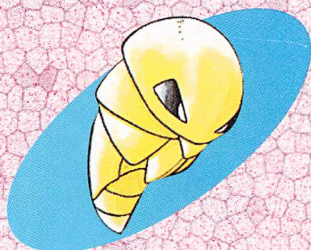


13. Weedle

Pokémon type: Bug/Poison
Location: Found in Viridian Forest, Route 2, Route 24, or Route 25

Complete Pokémon List

If you're going to collect every Pokémon in the game, it helps to know who you're looking for....

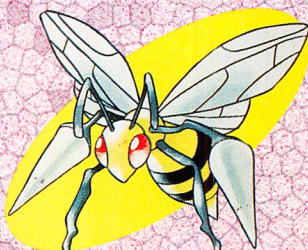


14. Kakuna

Pokémon type:

Bug/Poison

Location: Evolves from Weedle at Level 7 or find in Viridian Forest, Route 24, or Route 25

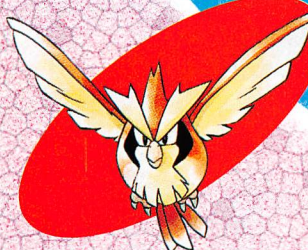


15. Beedrill

Pokémon type:

Bug/Poison

Location: Evolves from Kakuna at Level 10



16. Pidgey

Pokémon type:

Normal/Flying

Location: Found in most places, but try Routes 2, 25, 24, 5, 7, 8, and 6

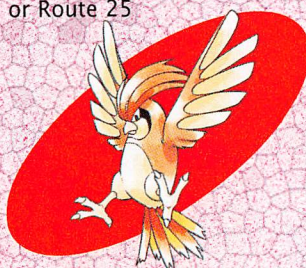


17. Pidgeotto

Pokémon type:

Normal/Flying

Location: Evolves from Pidgey at Level 18, or find in Routes 15 and 14

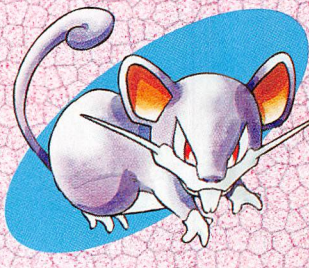


18. Pidgeot

Pokémon type:

Normal/Flying

Location: Evolves from Pidgeotto at Level 36



19. Rattata

Pokémon type: Normal

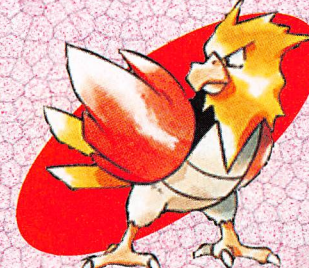
Location: Found almost everywhere, but try Routes 1, 2, 15, and 14



20. Raticate

Pokémon type: Normal

Location: Evolves from Rattata at Level 20, or find in Routes 17, 16, and 18



21. Spearow

Pokémon type:

Normal/Flying

Location: Found in Routes 17, 18, 16, 3, 4, 9, and 22

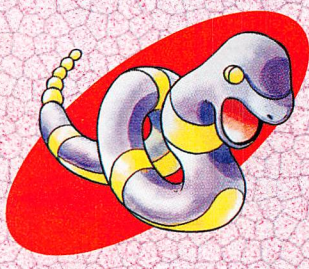


22. Fearow

Pokémon type:

Normal/Flying

Location: Evolves from Spearow at Level 20, or find in Route 23, 17, or 18



23. Ekans

Pokémon type: Poison

Location: Can be seen, but not caught in Blue Version. Found in Route 23, 4, 9, 8, or 11



24. Arbok

Pokémon type: Poison

Location: Can be seen, but not caught in Blue Version. Found in Route 23 or the Unknown Dungeon



25. Pikachu

Pokémon type: Electric

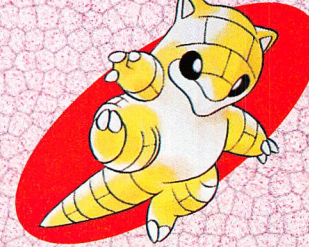
Location: Found in the Viridian Forest or the Power Plant



26. Raichu

Pokémon type: Electric

Location: Evolves from Pikachu with the Thunder Stone or found in the Power Plant, the Unknown Dungeon, or Route 23



27. Sandshrew

Pokémon type: Ground

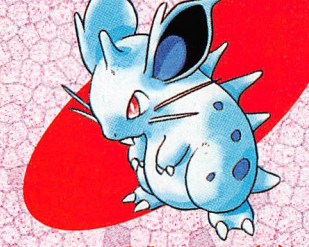
Location: Can be seen, but not caught in Red Version. Found in Route 23, 11, 8, 4, or 9



28. Sandslash

Pokémon type: Ground

Location: Can be seen, but not caught in Red Version. Evolves from Sandshrew at Level 22, or found in the Unknown Dungeon or Route 23



29. Nidoran (♀)

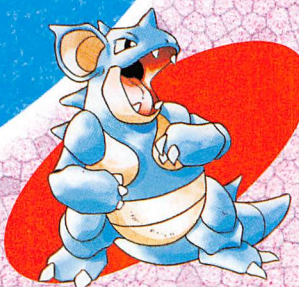
Pokémon type: Poison

Location: Found in Safari Zone or Route 22



30. Nidorina

Pokémon type: Poison
Location: Evolves from female Nidoran at Level 16, or found in Safari Zone, Route 8, or at the Game Corner



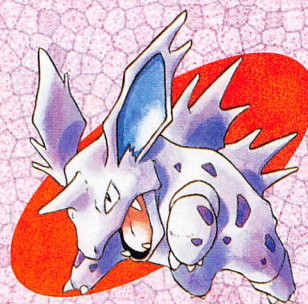
31. Nidoqueen

Pokémon type: Poison/Ground
Location: Evolves from Nidorina with the Moon Stone



32. Nidoran (♂)

Pokémon type: Poison
Location: Found in Safari Zone or Route 22



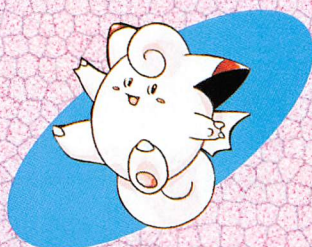
33. Nidorino

Pokémon type: Poison
Location: Evolves from male Nidoran at Level 16, win at Game Corner, or find in Safari Zone



34. Nidoking

Pokémon type: Poison/Ground
Location: Evolves from Nidorino with Moon Stone



35. Clefairy

Pokémon type: Normal
Location: Win in Game Corner, or find in Mt. Moon



36. Clefable

Pokémon type: Normal
Location: Evolves from Clefairy with Moon Stone



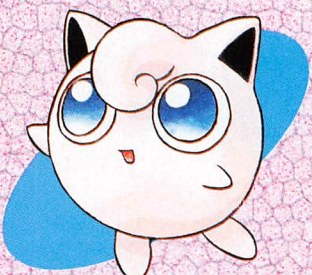
37. Vulpix

Pokémon type: Fire
Location: Can be seen, but not caught in Red Version. Found on Cinnabar Island or Routes 8 or 7



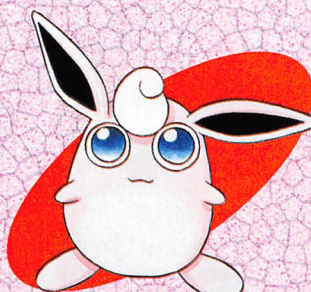
38. Ninetales

Pokémon type: Fire
Location: Can be seen, but not caught in Red Version. Evolves from Vulpix with Moon Stone



39. Jigglypuff

Pokémon type: Normal
Location: Found in Route 3



40. Wigglytuff

Pokémon type: Normal
Location: Found in the Unknown Dungeon, or evolves from Jigglypuff with Moon Stone

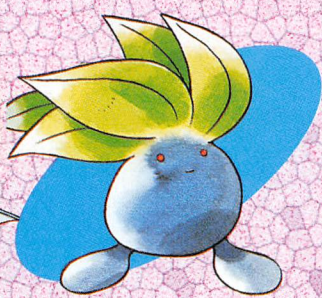


41. Zubat

Pokémon type: Poison/Flying
Location: Found in Mt. Moon, Rock Tunnel, or the Seafoam Islands

42. Golbat

Pokémon type: Poison/Flying
Location: Found in the Seafoam Islands, Route 23, or evolves from Zubat at Level 22



43. Oddish

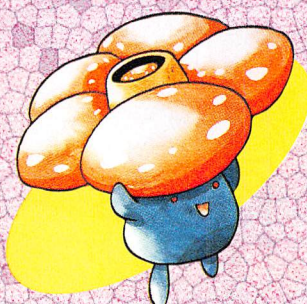
Pokémon type: Grass/Poison
Location: Can be seen, but not caught in Blue Version. Found in Routes 5, 7, 6, 24, 25, 12, 13, 14, or 15.



44. Gloom

Pokémon type: Grass/Poison

Location: Can be seen, but not caught in Blue Version. Evolves from Oddish at Level 21, or found on Routes 12, 13, 14, or 15



45. Vileplume

Pokémon type: Grass/Poison

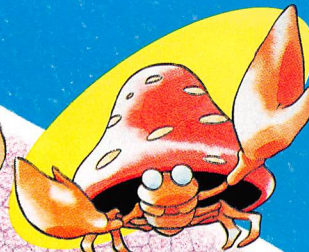
Location: Can be seen, but not caught in Blue Version. Evolves from Gloom with Leaf Stone



46. Paras

Pokémon type: Bug/Grass

Location: Can be seen, but not caught in Blue Version. Found in Safari Zone or Mt. Moon



47. Parasect

Pokémon type: Bug/Grass

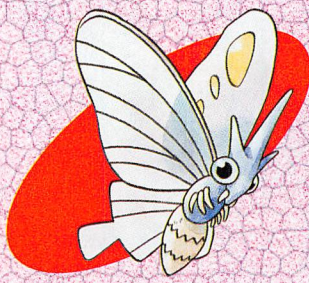
Location: Evolves from Paras at Level 24, or find in Safari Zone or the Unknown Dungeon



48. Venonat

Pokémon type: Bug/Poison

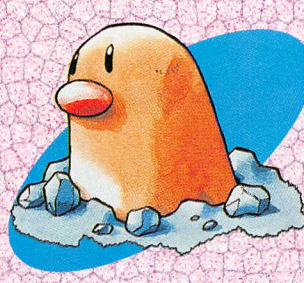
Location: Found in Safari Zone or Routes 12, 13, 14, or 15



49. Venomoth

Pokémon type: Bug/Poison

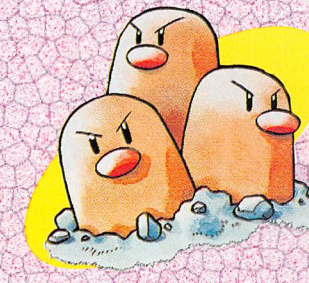
Location: Evolves from Venonat at Level 31, or find in the Unknown Dungeon, Victory Road, or Safari Zone



50. Diglett

Pokémon type: Ground

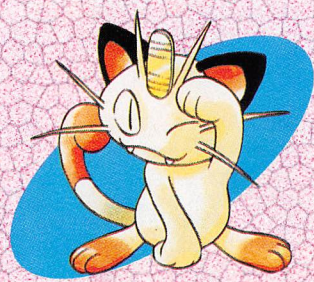
Location: Found in Diglett's Cave



51. Dugtrio

Pokémon type: Ground

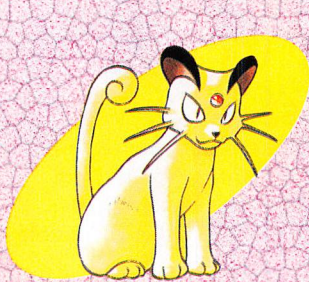
Location: Found in Diglett's Cave, or evolves from Diglett at Level 26



52. Meowth

Pokémon type: Normal

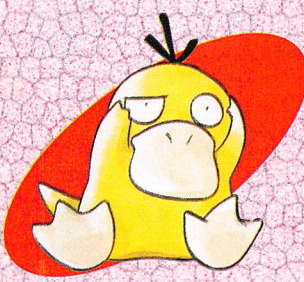
Location: Can be seen, but not caught in Red Version. Found in Routes 5, 6, 7, or 8



53. Persian

Pokémon type: Normal

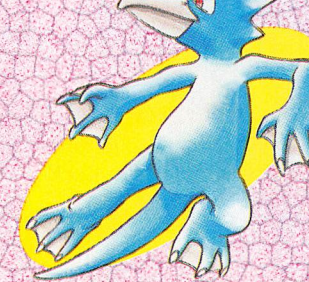
Location: Can be seen, but not caught in Red Version. Evolves from Meowth at Level 28



54. Psyduck

Pokémon type: Water

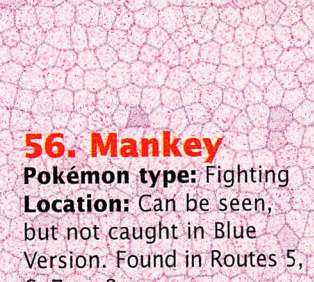
Location: Get by fishing in Safari Zone or Cerulean City, or find in the Seafoam Islands, Routes 4, 24, or 29.



55. Golduck

Pokémon type: Water

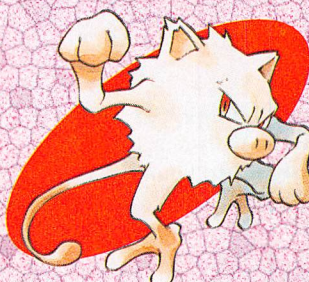
Location: Evolves from Psyduck at Level 33, or find in the Seafoam Islands



56. Mankey

Pokémon type: Fighting

Location: Can be seen, but not caught in Blue Version. Found in Routes 5, 6, 7, or 8



57. Primeape

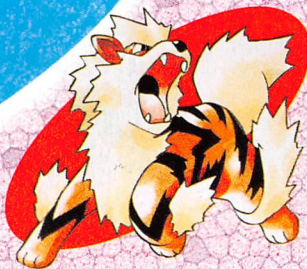
Pokémon type: Fighting

Location: Can be seen, but not caught in Blue Version. Evolves from Mankey at Level 28



58. Growlithe

Pokémon type: Fire
Location: Can be seen, but not caught in Blue Version. Found on Cinnabar Island, or in Routes 7 or 8



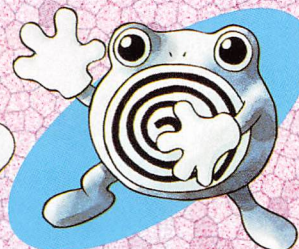
59. Arcanine

Pokémon type: Fire
Location: Can be seen, but not caught in Blue Version. Evolves from Growlithe with the Fire Stone



60. Poliwhag

Pokémon type: Water
Location: Get by fishing in Pallet Town, Viridian City, Route 22, or Vermilion City



61. Poliwhirl

Pokémon type: Water
Location: Evolves from Poliwhag at Level 25, or get by fishing in Celadon City or Route 9



62. Poliwrath

Pokémon type: Water/Fighting
Location: Evolves from Poliwhirl with a Water Stone



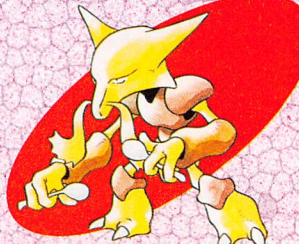
63. Abra

Pokémon type: Psychic
Location: Win in the Game Corner, or find in Routes 24 and 25



64. Kadabra

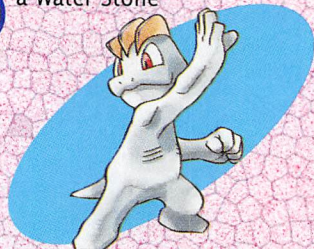
Pokémon type: Psychic
Location: Evolves from Abra at Level 16, or find in the Unknown Dungeon



65. Alakazam

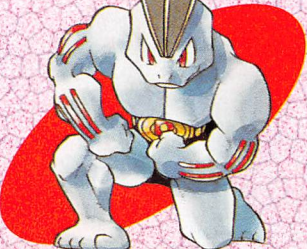
Pokémon type: Psychic
Location: Evolves from Kadabra when traded through a Game Link Cable

60



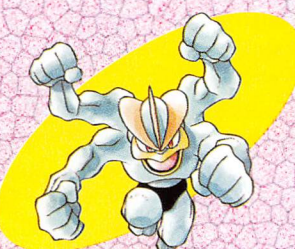
66. Machop

Pokémon type: Fighting
Location: Found in Rock Tunnel or Victory Road



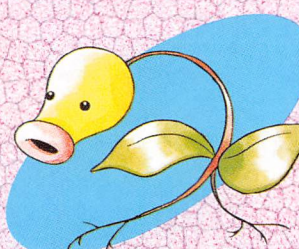
67. Machoke

Pokémon type: Fighting
Location: Evolves from Machop at Level 28, or find in Victory Road



68. Machamp

Pokémon type: Fighting
Location: Evolves from Machoke when traded through a Game Link Cable



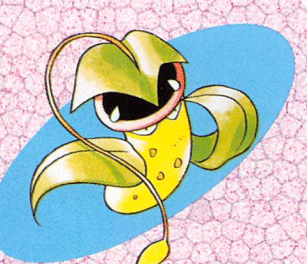
69. Bellsprout

Pokémon type: Grass/Poison
Location: Can be seen, but not caught in Red Version. Found in Routes 6, 7, 12, 13, 14, 15, 24, or 25



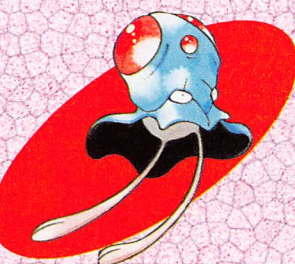
70. Weepinbell

Pokémon type: Grass/Poison
Location: Can be seen, but not caught in Red Version. Evolves from Bellsprout at Level 21, or find in routes 12, 13, 14, or 15



71. Victreebell

Pokémon type: Grass/Poison
Location: Can be seen, but not caught in Red Version. Evolves from Weepinbell with a Leaf Stone



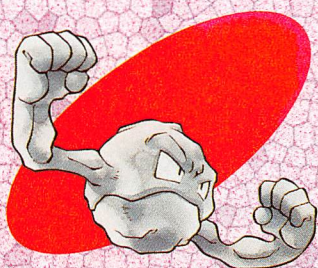
72. Tentacool

Pokémon type: Water/Poison
Location: Found in Routes 12, 13, 17, 18, 19, 20, or get by fishing in Pallet Town



73. Tentacruel

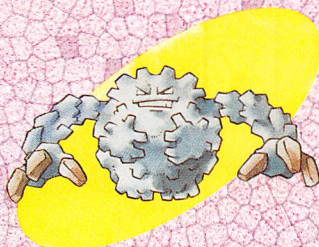
Pokémon type: Water/Poison
Location: Evolves from Tentacool at Level 30



74. Geodude

Pokémon type: Rock/Ground

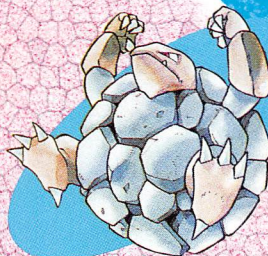
Location: Found in Victory Road, Rock Tunnel, or Mt. Moon



75. Graveler

Pokémon type: Rock/Ground

Location: Evolves from Geodude at Level 25, or find on Victory Road



76. Golem

Pokémon type: Rock/Ground

Location: Evolves from Graveler when traded through a Game Link Cable



77. Ponyta

Pokémon type: Fire

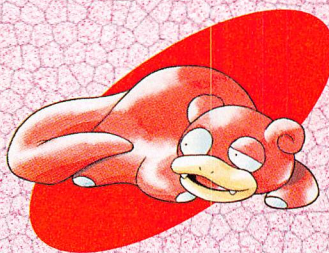
Location: Catch on Cinnabar Island



78. Rapidash

Pokémon type: Fire

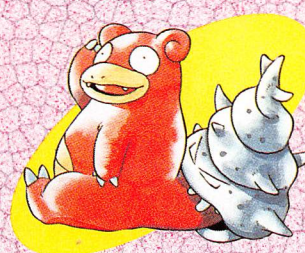
Location: Evolves from Ponyta at Level 40, or find in the Unknown Dungeon



79. Slowpoke

Pokémon type: Water/Psychic

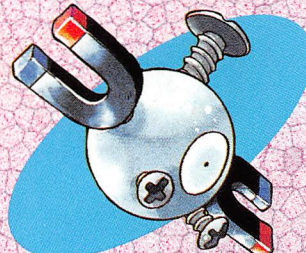
Location: Get by fishing in Celadon City, Safari Zone, Cinnabar Island, Routes 9 or 10, or found in the Seafoam Islands



80. Slowbro

Pokémon type: Water/Psychic

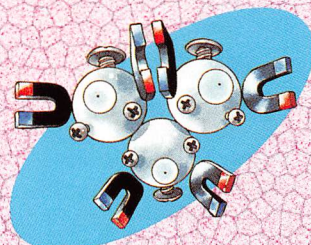
Location: Evolves from Slowpoke at Level 37, or find in Route 23, the Unknown Dungeon, or the Seafoam Islands



81. Magnemite

Pokémon type: Electric

Location: Found in the Unknown Dungeon or the Power Plant



82. Magnetron

Pokémon type: Electric

Location: Evolves from Magnemite at Level 30, or find in the Unknown Dungeon or the Power Plant



83. Farfetch'd

Pokémon type: Normal/Flying

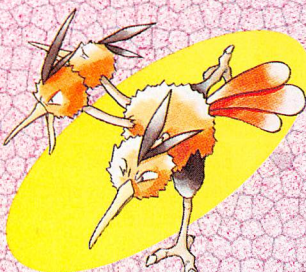
Location: Trade in the building to the right of where you get the Bike Voucher in Vermilion City



84. Doduo

Pokémon type: Normal/Flying

Location: Found in Routes 16, 17, 18, or in the Safari Zone



85. Dodrio

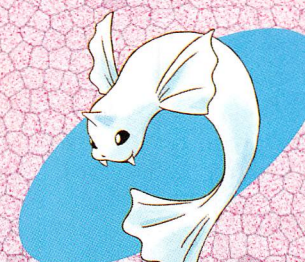
Pokémon type: Normal/Flying

Location: Evolves from Doduo at Level 31, or find in the Unknown Dungeon

86. Seel

Pokémon type: Water

Location: Found in the Seafoam Islands or Cinnabar Island



87. Dewgong

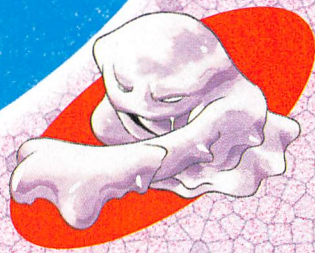
Pokémon type: Water/Ice

Location: Evolves from Seel at Level 34, or find in the Seafoam Islands



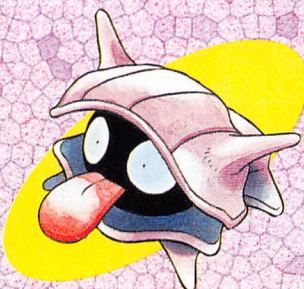
88. Grimer

Pokémon type: Poison
Location: Found in Cinnabar Mansion



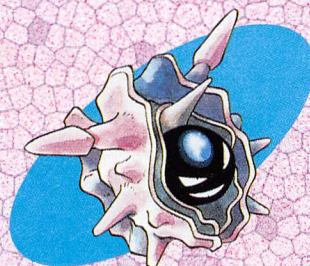
89. Muk

Pokémon type: Poison
Location: Evolves from Grimer at Level 38, or find in Cinnabar Mansion or the Unknown Dungeon



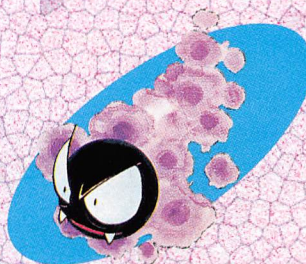
90. Shellder

Pokémon type: Water
Location: Get by fishing in Vermilion City or Routes 6, 19, 20, or 21



91. Cloyster

Pokémon type: Water/Ice
Location: Evolves from Shellder with Water Stone



92. Gastly

Pokémon type: Ghost/Poison
Location: Found in Pokémon Tower



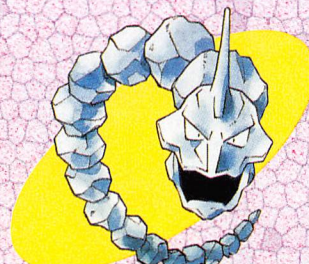
93. Haunter

Pokémon type: Ghost/Poison
Location: Evolves from Gastly at Level 25, or find in Pokémon Tower



94. Gengar

Pokémon type: Ghost/Poison
Location: Evolves from Haunter when traded through a Game Link Cable.



95. Onix

Pokémon type: Rock/Ground
Location: Found on Victory Road or Rock Tunnel



96. Drowzee

Pokémon type: Psychic
Location: Found in Route 11



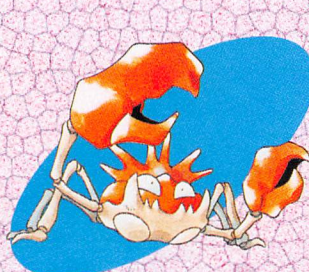
97. Hypno

Pokémon type: Psychic
Location: Evolves from Drowzee at Level 26, or find in the Unknown Dungeon



98. Krabby

Pokémon type: Water
Location: Get by fishing almost anywhere, especially Routes 4, 11, 12, 13, 17, 18, or 25



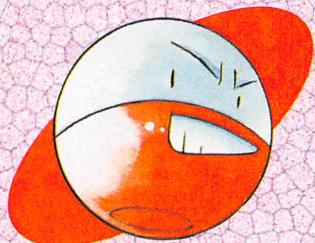
99. Kingler

Pokémon type: Water
Location: Evolves from Krabby at Level 28, or find in the Seafoam Islands, or by fishing in the Unknown Dungeon



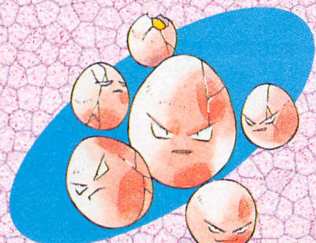
100. Voltorb

Pokémon type: Electric
Location: Found in the Power Plant or Route 9



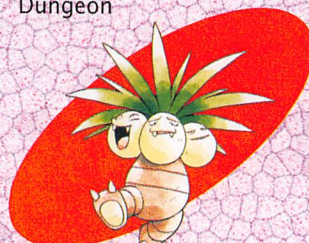
101. Electrode

Pokémon type: Electric
Location: Evolves from Voltorb at Level 30, or found in Cinnabar Mansion, the Power Plant, or the Unknown Dungeon



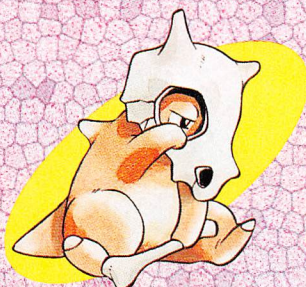
102. Exeggcute

Pokémon type: Grass/Psychic
Location: Found in Safari Zone



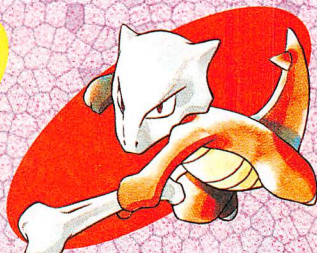
103. Exeggutor

Pokémon type: Grass/Psychic
Location: Evolves from Exeggcute with the Leaf Stone



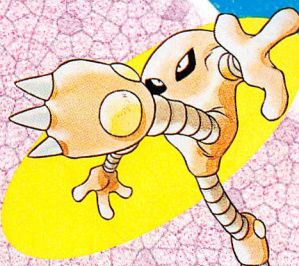
104. Cubone

Pokémon type: Ground
Location: Found in Pokémon Tower



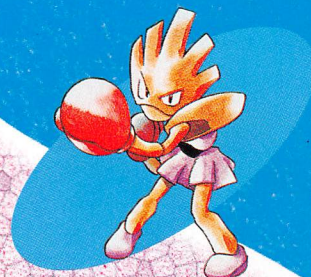
105. Marowak

Pokémon type: Ground
Location: Evolves from Cubone at Level 28, or find in Victory Road or the Unknown Dungeon



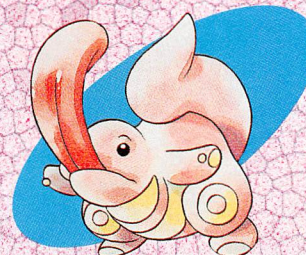
106. Hitmonlee

Pokémon type: Fighting
Location: One of your choices after beating Saffron City's Dojo



107. Hitmonchan

Pokémon type: Fighting
Location: Your other choice after beating Saffron City's Dojo (see 106)



108. Lickitung

Pokémon type: Normal
Location: Trade for in Route 18's tower



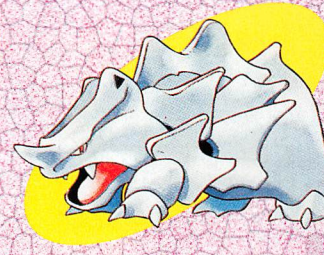
109. Koffing

Pokémon type: Poison
Location: Found in Cinnabar Mansion



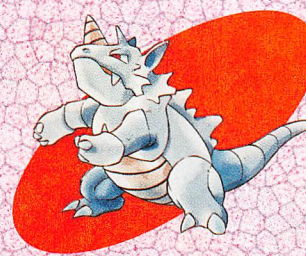
110. Weezing

Pokémon type: Poison
Location: Evolves from Koffing at Level 35, or find in Cinnabar Mansion



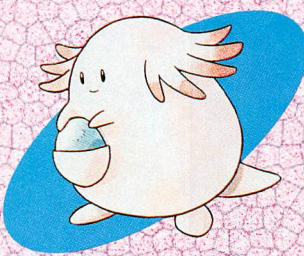
111. Rhyhorn

Pokémon type: Ground/Rock
Location: Catch in Safari Zone



112. Rhydon

Pokémon type: Ground/Rock
Location: Evolves from Rhyhorn at Level 42, or find in the Unknown Dungeon



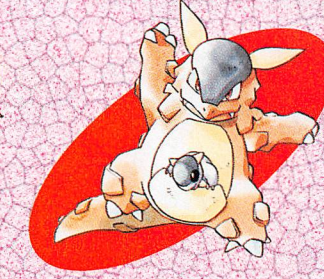
113. Chansey

Pokémon type: Normal
Location: Found in Safari Zone or the Unknown Dungeon



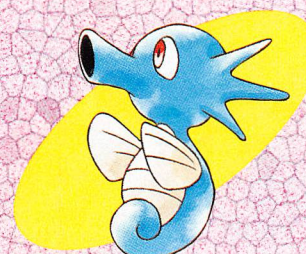
114. Tangela

Pokémon type: Grass
Location: Trade for in the lab, or catch in Route 21



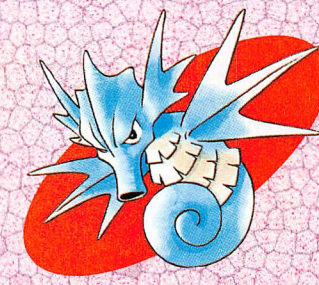
115. Kangaskhan

Pokémon type: Normal
Location: Found in Safari Zone



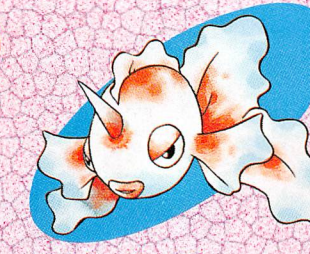
116. Horsea

Pokémon type: Water
Location: Get by fishing in Cinnabar Island, Routes 21, 19, 20, and Celadon, or find in the Seafoam Islands



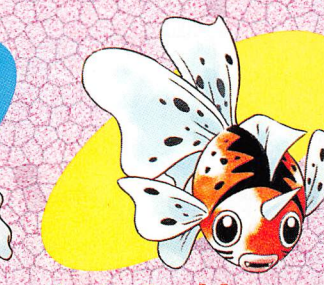
117. Seadra

Pokémon type: Water
Location: Evolves from Horsea at Level 32. Found in the Seafoam Islands, or get by fishing in Route 23 or the Unknown Dungeon.



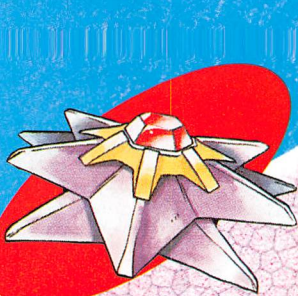
118. Goldeen

Pokémon type: Water
Location: Get by fishing in Routes 24, 25, 4, 11, 12, 18, 19, 20, 21, or 22



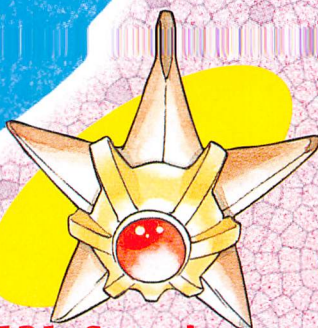
119. Seaking

Pokémon type: Water
Location: Evolves from Goldeen at Level 33, or find in the Unknown Dungeon or Route 23



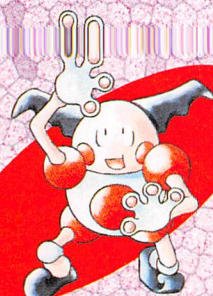
120. Saryu

Pokémon type: Water
Location: Get by fishing in Routes 19, 20, 21, or Cinnabar Island, or find in the Seafoam Islands



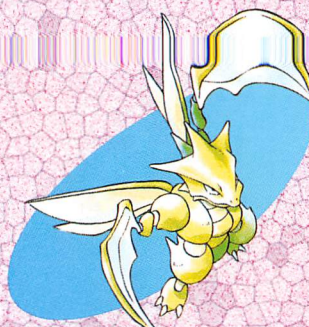
121. Starmie

Pokémon type: Water/Psychic
Location: Evolves from Saryu with a Water Stone



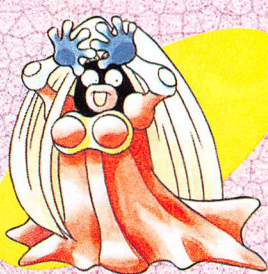
122. Mr. Mime

Pokémon type: Psychic
Location: Found by trading in the house on Route 2 after Diglett's Cave



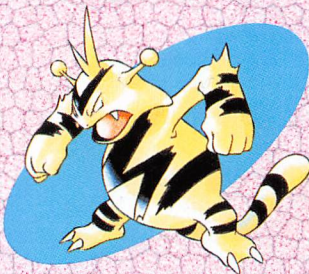
123. Scyther

Pokémon type: Bug/Flying
Location: Not in Blue Version. Win in the Game Corner, or find at Safari Zone



124. Jynx

Pokémon type: Ice/Psychic
Location: Trade for in northern Cerulean City



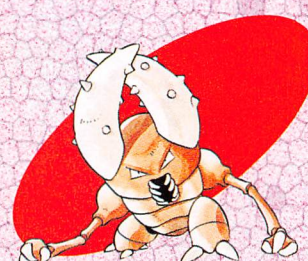
125. Electabuzz

Pokémon type: Electric
Location: Not in Blue Version. Catch at the Power Plant



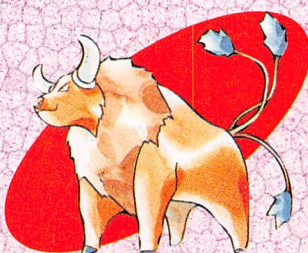
126. Magmar

Pokémon type: Fire
Location: Not in Red Version. Found in Cinnabar Mansion



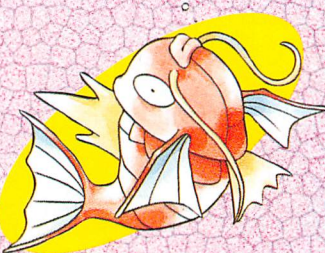
127. Pinsir

Pokémon type: Bug
Location: Not in Red Version. Win in the Game Corner, or find at Safari Zone



128. Tauros

Pokémon type: Normal
Location: Catch in Safari Zone



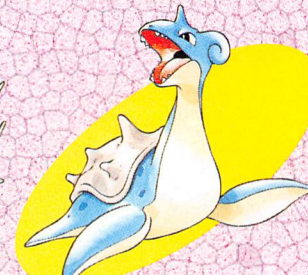
129. Magikarp

Pokémon type: Water
Location: Get by fishing in 12, 13, 17, 18, or Fuschia City



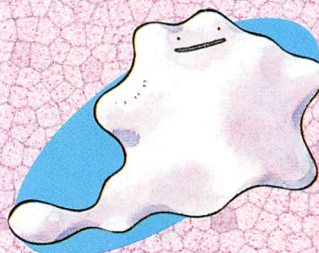
130. Gyrados

Pokémon type: Water/Flying
Location: Evolves from Magikarp at Level 20



131. Lapras

Pokémon type: Water/Ice
Location: Get at the end of Saffron City's Silph Co. building



132. Ditto

Pokémon type: Normal
Location: Found in the Unknown Dungeon or Routes 13, 14, 15, or 23



133. Eevee

Pokémon type: Normal
Location: Go through the back of Celadon Mansion and go up



134. Vaporeon

Pokémon type: Water
Location: Evolves from Eevee with a Water Stone



135. Jolteon

Pokémon type: Electric
Location: Evolves from Eevee with a Thunder Stone



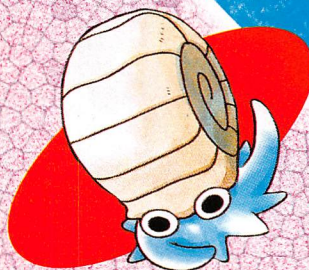
136. Flareon

Pokémon type: Fire
Location: Evolves from Eevee with a Fire Stone



137. Porygon

Pokémon type: Normal
Location: Win at Game Corner



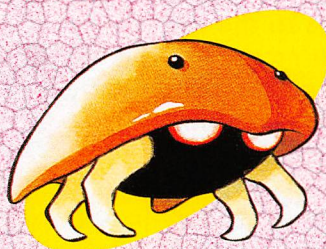
138. Omanyte

Pokémon type: Rock/Water
Location: Choose the Helix Fossil and give it to the lab at Cinnabar Island



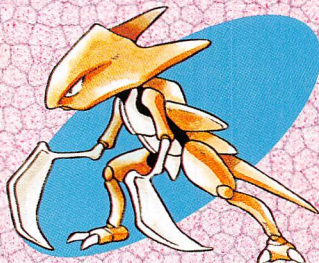
139. Omastar

Pokémon type: Rock/Water
Location: Evolves from Omanyte at Level 40



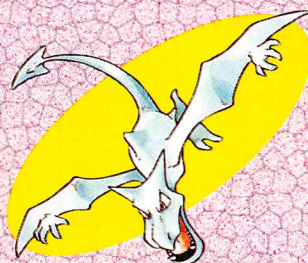
140. Kabuto

Pokémon type: Rock/Water
Location: Choose the Dome Fossil and give it to the scientist at Cinnabar Island



141. Kabutops

Pokémon type: Rock/Water
Location: Evolves from Kabuto at Level 40



142. Aerodactyl

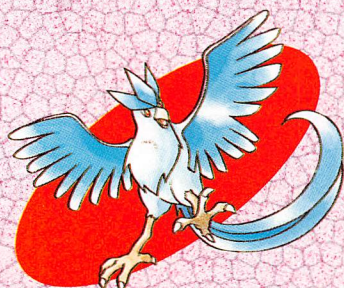
Pokémon type: Rock/Flying
Location: Use Cut to get behind the Museum and give the Old Amber to the scientist on Cinnabar Island



143. Snorlax

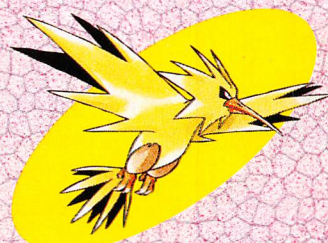
Pokémon type: Normal
Location: Found at Route 16 or 12 (use Poké Flute to wake it up before capture)

65



144. Articuno

Pokémon type: Ice/Flying
Location: Found at the end of the Seafoam Islands



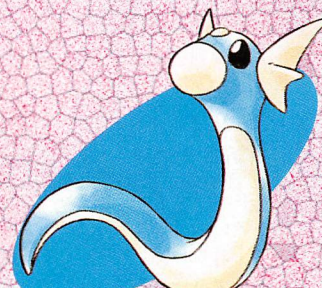
145. Zapdos

Pokémon type: Electric/Flying
Location: Found at the end of the Power Plant



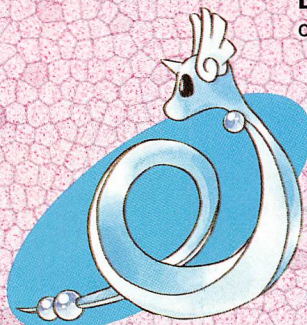
146. Moltres

Pokémon type: Fire/Flying
Location: Found at the end of Victory Road



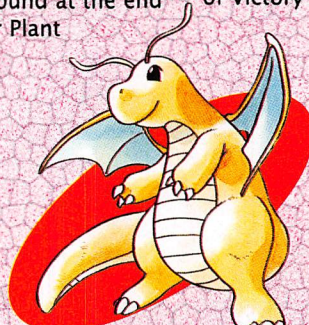
147. Dratini

Pokémon type: Dragon
Location: Win in Game Corner, or catch in Safari Zone



148. Dragonair

Pokémon type: Dragon
Location: Evolves from Dratini at Level 30



149. Dragonite

Pokémon type: Dragon/Flying
Location: Evolves from Dragonair at Level 55



150. Mewtwo

Pokémon type: Psychic
Location: Found at the end of the Unknown Dungeon



Progress Guide

Professor Oak's Laboratory

Choose one of the Pokémon below for both Red and Blue versions.

- #1 Bulbasaur or
- #4 Charmander or
- #7 Squirtle.

Route 1

- #16 Pidgey—common in both Red and Blue versions
- #19 Rattata—common in both Red and Blue versions

Route 2

- #10 Caterpie—none in Red version, rare in Blue Version
- #13 Weedle—rare in Red version, none in Blue Version
- #16 Pidgey—common in both Red and Blue versions
- #19 Rattata—common in both Red and Blue versions

Viridian Forest

- #10 Caterpie—common in Red Version, rare in Blue Version
- #11 Metapod—common in Red Version, rare in Blue Version
- #13 Weedle—common in Red Version, rare in Blue Version
- #14 Kakuna—common in Red Version, rare in Blue Version
- #25 Pikachu—rare in both Red and Blue versions

The Pokémon in the game aren't found in numerical order, and it's easy to miss certain types as you progress through the different areas—some only appear randomly in long grass areas, for instance. Referring to this guide as you progress will give you an idea of how well you're doing. If you seem to have finished an area but haven't caught all the different Pokémon that are available in it, spend a little longer looking around before you progress to the next area. Being thorough will also pay off when you meet Prof. Oak's Aide later on, because he'll give you particular power-ups only if you have collected enough Pokémon when you meet him.

Route 3

- #12 Spearow—common in both Red and Blue versions
- #16 Pidgey—common in both Red and Blue versions
- #39 Jigglypuff—rare in both Red and Blue versions

Mt. Moon

- #41 Zubat—common in both Red and Blue versions
- #35 Clefairy—rare in both Red and Blue versions
- #46 Paras—rare in both Red and Blue versions
- #74 Geodude—rare in both Red and Blue versions

Route 4

- #12 Spearow—rare in both Red and Blue versions
- #19 Rattata—common in both Red and Blue versions
- #23 Ekans—rare in Red Version, none in Blue Version
- #27 Sandshrew—none in Red Version, rare in Blue Version

Routes 24 and 25

- #10 Caterpie—rare in Red Version, common in Blue Version

- #11 Metapod—rare in Red Version, common in Blue Version

- #13 Weedle—common in Red Version, rare in Blue Version

- #14 Kakuna—common in Red Version, rare in Blue Version

- #16 Pidgey—common in both Red and Blue versions

- #43 Oddish—rare in Red Version, none in Blue Version

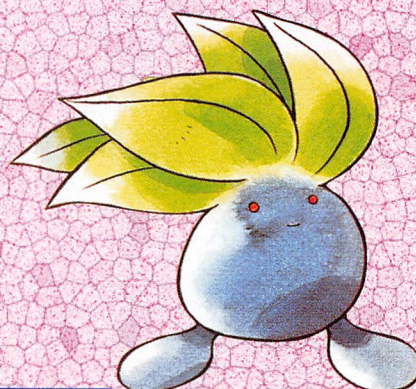
- #63 Abra—rare in both Red and Blue versions

- #69 Bellsprout—none in Red Version, common in Blue Version

Route 5

- #16 Pidgey—common in both Red and Blue versions

- #43 Oddish—rare in Red Version, none in Blue Version





#52 Meowth—none in Red Version, rare in Blue Version
#56 Mankey—rare in Red Version, none in Blue Version
#69 Bellsprout—none in Red Version, rare in Blue Version

Route 6

#16 Pidgey—common in both Red and Blue Versions
#43 Oddish—rare in Red Version, none in Blue Version
#52 Meowth—none in Red Version, rare in Blue Version
#56 Mankey—rare in Red Version, none in Blue Version
#69 Bellsprout—none in Red Version, rare in Blue Version

Vermilion City

#83 Farfetch'd—trade a Pidgey for it in both Red and Blue versions

Route 11

#21 Spearow—common in both Red and Blue versions
#23 Ekans—common in Red Version, none in Blue Version
#27 Sandshrew—none in Red Version, common in Blue Version
#96 Drowzee—rare in both Red and Blue versions

Diglett's Cave

#50 Diglett—common in both Red and Blue versions
#51 Dugtrio—rare in both Red and Blue versions

Routes 9 and 10

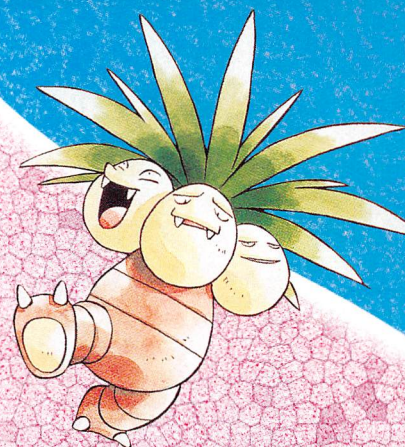
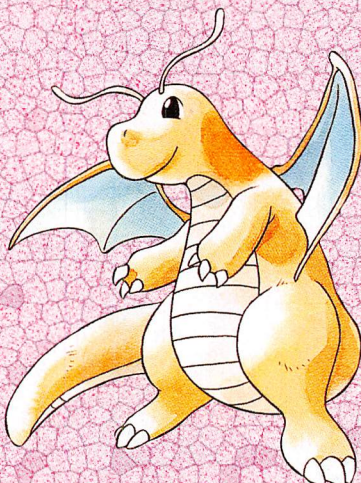
#19 Rattata—common in both Red and Blue versions
#21 Spearow—common in both Red and Blue versions
#23 Ekans—common in Red Version, none in Blue Version
#27 Sandshrew—none in Red Version, common in Blue Version
#100 Voltorb—common in both Red and Blue versions

Rock Tunnel

#41 Zubat—common in both Red and Blue versions
#66 Machop—rare in both Red and Blue versions
#74 Geodude—rare in both Red and Blue versions
#95 Onix—rare in both Red and Blue versions

Route 8

#16 Pidgey—rare in both Red and Blue versions
#23 Ekans—rare in Red Version, none in Blue Version
#27 Sandshrew—none in Red Version, rare in Blue Version
#37 Vulpix—none in Red Version, rare in Blue Version



#52 Meowth—none in Red Version, rare in Blue Version
#56 Mankey—rare in Red Version, none in Blue Version
#58 Growlithe—rare in Red Version, none in Blue Version

Route 7

#16 Pidgey—rare in both Red and Blue versions
#37 Vulpix—none in Red Version, rare in Blue Version
#43 Oddish—rare in Red Version, none in Blue Version
#52 Meowth—none in Red Version, rare in Blue Version
#56 Mankey—rare in Red Version, none in Blue Version
#58 Growlithe—rare in Red Version, none in Blue Version
#69 Bellsprout—none in Red Version, rare in Blue Version

Celadon City

Exchange Corner

#30 Nidorina: Red—1,200; Blue—N/A
#33 Nidorino: Red—N/A; Blue—1,200
#35 Clefairy: Red—500; Blue—750
#63 Abra: Red—180; Blue—120
#123 Scyther: Red—5,500; Blue—N/A
#127 Pinsir: Red—N/A; Blue—2,500
#137 Porygon: Red—9,999; Blue—6,500
#147 Dratini: Red—2,800; Blue—4,600



Hidden Door

#133 Eevee—rare in both Red and Blue versions

Pokémon Tower

#92 Gastly—common in both Red and Blue versions

#93 Haunter—rare in both Red and Blue versions

#104 Cubone—rare in both Red and Blue versions

68

Saffron City

Dojo

Get one or the other from Karate Master and Students in both Red and Blue versions.

#106 Hitmonlee or
#107 Hitmonchan

Silph Co.

#131 Lapras—get from employee after defeating Gary

Route 12

#16 Pidgey—common in both Red and Blue versions

#43 Oddish—rare in Red Version, none in Blue Version

#44 Gloom—rare in Red Version, none in Blue Version

#48 Venonat—rare in Red Version, none in Blue Version

#69 Bellsprout—none in Red Version, rare in Blue Version

#70 Weepinbell—none in Red Version, rare in Blue Version

#143 Snorlax—two in both Red and Blue versions; it blocks the road. Use Poké Flute to wake and fight/capture.

Route 13

#16 Pidgey—rare in both Red and Blue versions

#43 Oddish—rare in Red Version, none in Blue Version

#44 Gloom—rare in Red Version, none in Blue Version

#48 Venonat—rare in both Red and Blue versions

#69 Bellsprout—none in Red Version, rare in Blue Version

#70 Weepinbell—none in Red Version, rare in Blue Version



#132 Ditto—rare in both Red and Blue versions

Routes 14 and 15

#16 Pidgey—rare in both Red and Blue versions

#17 Pidgeotto—rare in both Red and Blue versions

#43 Oddish—rare in Red Version, none in Blue Version

#44 Gloom—rare in Red Version, none in Blue Version

#48 Venonat—rare in both Red and Blue versions

#69 Bellsprout—none in Red Version, rare in Blue Version

#70 Weepinbell—none in Red Version, rare in Blue Version

#132 Ditto—rare in both Red and Blue versions

Safari Zone

Center Park

#29 Nidoran (female)—none in Red Version, rare in Blue Version

#30 Nidorina—rare in both Red and Blue versions

#32 Nidoran (male)—rare in Red Version, none in Blue Version

#33 Nidorino—rare in both Red and Blue versions

#47 Parasect—rare in both Red and Blue versions

#48 Venonat—rare in both Red and Blue versions

#102 Exeggcuter—rare in both Red and Blue versions

#111 Rhyhorn—rare in both Red and Blue versions

#113 Chansey—rare in both Red and Blue versions

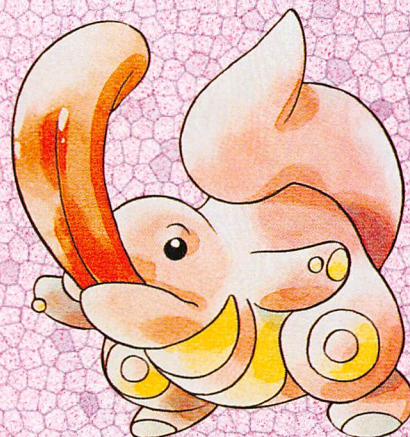
#123 Scyther—rare in Red Version, none in Blue Version

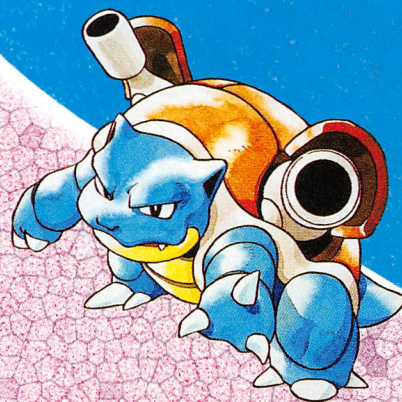
#127 Pinsir—none in Red Version, rare in Blue Version

Area 1

#29 Nidoran (female)—none in Red Version, rare in Blue Version

#30 Nidorina—rare in both Red and Blue versions





#32 Nidoran (male)—rare in Red Version, none in Blue Version

#33 Nidorino—rare in both Red and Blue versions

#46 Paras—rare in both Red and Blue versions

#47 Parasect—rare in both Red and Blue versions

#84 Doduo—rare in both Red and Blue versions

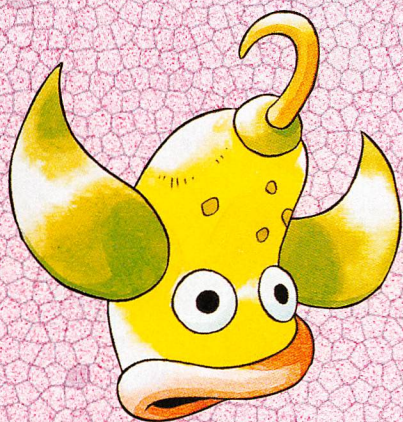
#102 Exeggcute—rare in both Red and Blue versions

#111 Rhyhorn—rare in both Red and Blue versions

#115 Kangaskhan—rare in both Red and Blue versions

#123 Scyther—rare in Red Version, none in Blue Version

#127 Pinsir—none in Red Version, rare in Blue Version



Area 2

#29 Nidoran (female)—none in Red Version, rare in Blue Version

#30 Nidorina—rare in both Red and Blue versions

#32 Nidoran (male)—rare in Red Version, none in Blue Version

#33 Nidorino—rare in both Red and Blue versions

#46 Paras—rare in both Red and Blue versions

#49 Venomoth—rare in both Red and Blue versions

#102 Exeggcute—rare in both Red and Blue versions

#111 Rhyhorn—rare in both Red and Blue versions

#113 Chansey—rare in both Red and Blue versions

#128 Tauros—rare in both Red and Blue versions

Area 3

#29 Nidoran (female)—none in Red Version, rare in Blue Version

#30 Nidorina—rare in both Red and Blue versions

#32 Nidoran (male)—rare in Red Version, none in Blue Version

#33 Nidorino—rare in both Red and Blue versions

#48 Venonat—rare in both Red and Blue versions

#49 Venomoth—rare in both Red and Blue versions

#84 Doduo—rare in both Red and Blue versions

#102 Exeggcute—rare in both Red and Blue versions

#115 Kangaskhan—rare in both Red and Blue versions

#128 Tauros—rare in both Red and Blue versions

Route 16

#19 Rattata—rare in both Red and Blue versions

#20 Raticate—rare in both Red and Blue versions

#21 Spearow—common in both Red and Blue versions

#84 Doduo—rare in both Red and Blue versions



Routes 17 and 18

#20 Raticate—rare in both Red and Blue versions

#21 Spearow—common in both Red and Blue versions

#22 Fearow—rare in both Red and Blue versions

#84 Doduo—rare in both Red and Blue versions

Power Plant

#25 Pikachu—rare in both Red and Blue versions

#26 Raichu—none in Red Version, rare in Blue Version

#81 Magnemite—rare in both Red and Blue versions

#82 Magneton—rare in both Red and Blue versions

#100 Voltorb—rare in both Red and Blue versions

#125 Electabuzz—rare in Red Version, none in Blue Version

#145 Zapdos—one in both Red and Blue versions

Routes 19 and 20

#72 Tentacool—common in both Red and Blue versions

Cinnabar Island

#138 Omanyte—Give Helix Fossil to Scientist in Lab

#140 Kabuto—Give Dome Fossil to Scientist in Lab

#142 Aerodactyl—Give Old Amber to Scientist in Lab.

Going Fishing

As well as hiding in tall grass, wild Pokémon are found anywhere there is a river, pool, or stream. You need fishing rods to catch them. Certain kinds of rods will catch only the more common Pokémon, like Magikarp. By the time you get the Super Rod, though, you'll be able to catch any of the water-based Pokémon in the game. Here are the kinds of Pokémon you can catch in the various areas (as long as your rod is up to the job).

Pallet Town

#72 Tentacool

Viridian City

#60 Poliwhag

#72 Tentacool

Route 22

#60 Poliwhag

#118 Goldeen

Cerulean City, Routes 4, 24, and 25

#54 Psyduck

#98 Krabby

#118 Goldeen

Vermilion City, Routes 6 and 11

#90 Shellder

#98 Krabby

Celadon City, Route 10

#61 Poliwhirl

#79 Slowpoke

Safari Zone

#64 Psyduck

#79 Slowpoke

#90 Krabby

#147 Dratini

Routes 12, 13, 17, and 18

#72 Tentacool

#98 Krabby

#118 Goldeen

#129 Magikarp

Fuchsia City

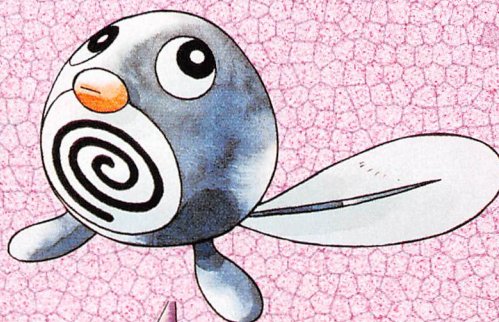
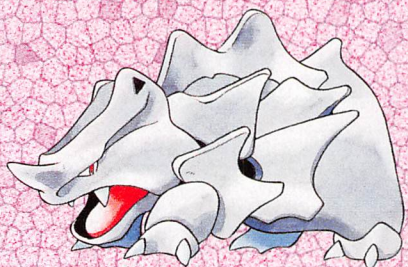
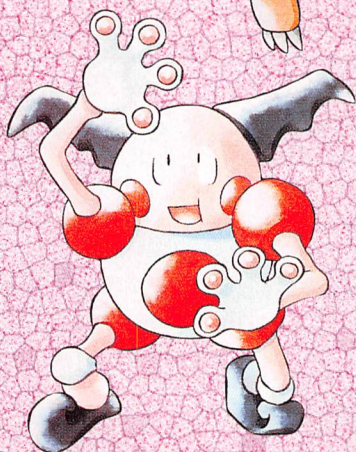
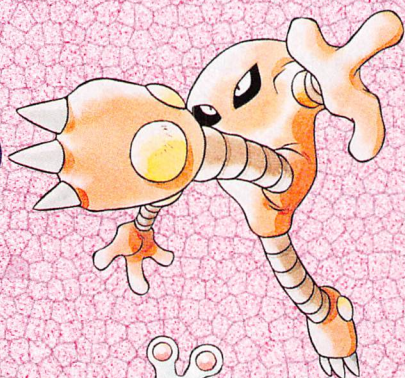
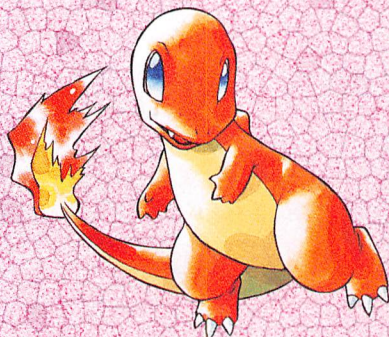
#98 Krabby

#118 Goldeen

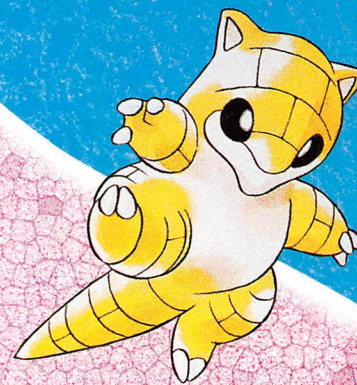
#119 Seaking

#129 Magikarp

70



Pokémon Types



Normal Pokémon

Normal Pokémon can use almost any type of attack. They're strong Pokémon to have at the start of the game, but their power fades as you go on. They are weak against Rock Pokémon, and particularly bad when up against Ghost Pokémon.

Grass Pokémon

Grass Pokémon are strong, and they'll help you throughout the game. The Grass Pokémon called Bulbasaur is probably the best choice to make from Professor Oak's three Pokémon at the beginning. Grass Pokémon do especially well against Water, Ground, and Rock Pokémon, but they'll have a hard time dealing with Fire, Poison, Flying, Bug, and Dragon Pokémon, as well as other Grass Pokémon.

Water Pokémon

Water Pokémon are also very powerful, and they can make short work of Fire, Rock, and Ground Pokémon. Beware of Electric, Grass, Dragon, and other Water Pokémon.

Fire Pokémon

Very strong and good for beginners. Fire Pokémon are especially good against Grass, Ice, and Bug Pokémon, but try not to set them up against Water, Rock, Dragon, or other Fire Pokémon.

Poison Pokémon

Generally quite weak, but useful against Grass and Bug Pokémon. Will do worst against Ground, Rock, and Ghost Pokémon; other Poison Pokémon will tend not to be susceptible to your poison attacks.

Ground Pokémon

Strong and difficult to beat, Ground Pokémon work best when fighting against Fire, Electric, Poison, and Rock Pokémon. If you come up against Grass, Flying, or Bug or Water Pokémon, though, switch to something else, as these all give Ground Pokémon serious problems.

Rock Pokémon

These are very powerful Pokémon, especially for battling against Fire, Ice, Flying, and Bug Pokémon. If

you come up against other Rock Pokémon, use Fighting or Ground Pokémon; the Rock Pokémon's attacks are much weaker against them.

Flying Pokémon

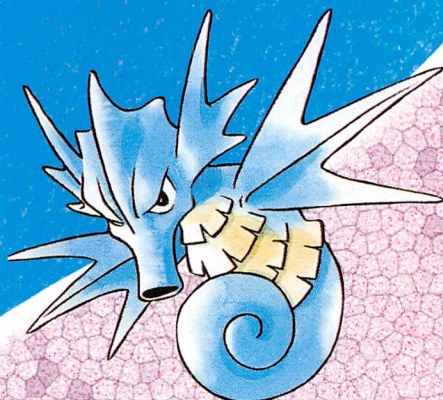
Even comparatively weak Flying Pokémon, like Pidgey, can be tactically invaluable when you're fighting strong opponents. Because a couple of blasts of their Sand Attack will negatively affect an opponent's accuracy, even the deadliest attacks will harmlessly pass your Pokémon. In general, Flying Pokémon perform best when up against Grass, Fighting, and Bug Pokémon, and do worst against Electric and Rock Pokémon.

Psychic Pokémon

These Pokémon, which you won't be able to add to your team in the early stages of the game, are extremely powerful. When you find some, you'll see they do well against almost all other Pokémon types, and very well against Fighting and Poison Pokémon. Only other Psychic Pokémon can challenge them.

Electric Pokémon

Electric Pokémon have several strong attacks that are very difficult to defend against.



They work especially well when fighting Water and Flying Pokémon. Grass, Ground, and Dragon Pokémon are all well equipped to deal with Electric Pokémon, though, as are other Electrics.

Ghost Pokémon

These are strong Pokémon to have on your side, especially in the middle sections of the game. They're one of the few Pokémon types who can stand

up to Psychic Pokémon. They are a little weak against Normal Pokémon, however.

Bug Pokémon

These Pokémon are the other type most resistant to Psychic Pokémon attacks. As you might expect, they're also good against Grass Pokémon. However, they are very susceptible to Fire attacks, like Ember, and also to Fighting, Flying, and Ghost Pokémon. In general, they're not very strong, but handy to have in reserve if you're going up against some Psychics.

Ice Pokémon

A good all-around type, Ice Pokémon are very strong at dealing with Grass, Ground, Flying, and Rock Pokémon. They are also the only

Pokémon type that can hold its own against the dangerous Dragon Pokémon. However, Ice Pokémon are weak in fights with Fire, Water, and other Ice Pokémon.

Fighting Pokémon

The brute force of Fighting Pokémon does well against Normal, Ice, and Rock Pokémon. However, Psychic Pokémon will mess with their minds. Poison, Flying, Bug, and Ghost attacks are also good defenses against Fighting Pokémon.

Dragon Pokémon

Extremely strong, these Pokémon have no particular weaknesses against any other types and are invaluable when it comes to dealing with other Dragon Pokémon.

72

At the heart of *Pokémon* is the accomplishment of defeating the eight expert Gym Trainers from the Gyms in each of the main towns. You must defeat them to win the Badges that identify you as a member of the Pokémon League and enable you to control the more powerful Pokémon. Here are some guidelines for beating each of the Gym Trainers.



Gym Trainer 1: Brock

Brock, the first Gym Trainer you encounter, is in the Pewter City Gym. (The Gym in Viridian City earlier in the game is closed when you start

Gym Trainer Guide

the game.) Brock specializes in training Rock and Ground Pokémon, so if you've chosen Charmander the Fire Pokémon at the start, you'll have a difficult time here. If you want to fight with Charmander, make sure it's had plenty of experience before challenging Brock. A Bug Pokémon as

backup is also a good idea.

When you defeat Brock, you get the Boulder Badge, which powers up all your Pokémon's attacks and allows you to use the Flash skill to illuminate dark areas. It is very useful later on in the Rock Tunnel. You also get TM34, Bide (see "Move Guide").



Gym Trainer 2: Misty

Misty, the leader of Cerulean City Gym, fights with Water Pokémon. So, once again, if you've chosen Charmander as your start Pokémon, you'll need a lot of experience (around Level 25) and/or a good backup team containing Grass or Electric Pokémon.

When you defeat Misty you get the Cascade Badge, which gives you powers of command over all Pokémon up to Level 30, and enables you to use the important Cut skill, once you find it later on. You also get TM11, Bubblebeam (see "Move Guide").



Gym Trainer 3: Lt. Surge

To get to Lt. Surge in his Vermilion City Gym, you first must defeat all his junior trainers, then quiz them to get past the locked door. Next, you come up against a team of Electric Pokémon, so try to make sure there's an experienced Ground Pokémon somewhere in your party.

Defeating Lt. Surge gets you the Thunder Badge, which enables use of the Fly skill after you've found it, and increases the speed of all your Pokémon. You'll also get TM24, Thunderbolt (see "Move Guide").



Gym Trainer 4: Erika

In Erika's Celadon City Gym, Grass Pokémon are the order of the

day. Fire Pokémon are the best choice here, although anything except Water, Electric, or Ground Pokémon will get you through OK.

When she loses, Erika hands over the Rainbow Badge, which gives you power over Pokémon up to Level 50 and increases the attack strength of all your Pokémon. She also gives you TM21, Mega Drain (see "Move Guide").



Gym Trainer 5: Sabrina

To deal with Sabrina's formidable team of Psychic and Ghost Pokémon, you had better have some Bug Pokémon and some Ghost Pokémon of your own. Brute force won't do you any good here.

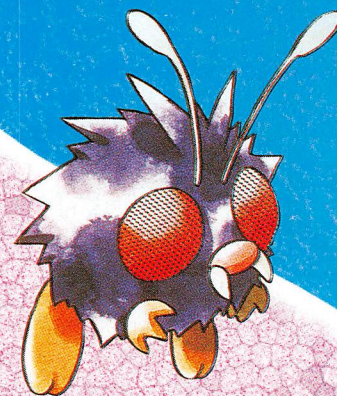
When you defeat Sabrina, you get the Marsh Badge, which extends your Pokémon control up to Level 70. You also get TM46, Psywave (see "Move Guide").



Gym Trainer 6: Koga

Like Sabrina, Koga prefers a more intellectual fighting style and accordingly equips himself with Poison and Psychic Pokémon. Fight by using your own Psychic Pokémon, or simply crush Koga's Pokémon with a strong Ground Pokémon attack.

For beating Koga, you get the Soul Badge, which strengthens the defense of all your Pokémon and enables you to use the Surf ability when you find it. You also get TM06, Toxic (see "Move Guide").



Gym Trainer 7: Blaine

When you've finally fought your way through Blaine's many junior trainers in his Cinnabar Island Gym, you face his Fire Pokémon team. Of course, the best way to tackle a fire is with Water Pokémon, although Ground or Rock will work, too.

Defeat Blaine to get the Volcano Badge, which boosts the specials of all your Pokémon. You also get the powerful TM38, Fire Blast (see "Move Guide").



Gym Trainer 8: Giovanni

Now it's all the way back to the Viridian City Gym to finally tackle Giovanni, the leader of Team Rocket. He favors Ground Pokémon, so your best strategy is to attack with strong Water, Grass, or Ice Pokémon. If you're not up to at least Level 50 now, don't even try to tackle Giovanni.

When you finally emerge victorious from the gruelling battle, Giovanni gives up the Earth Badge, which gives you power to control all the Pokémon in the game. You also get TM27, Fissure, which will help in your final battle with the Elite Four at the very end of the game.



Technical Machine Guide

Technical Machines, or TMs, are the game's special power-ups. You'll find them just lying around, win them in battles with other trainers, or get them from grateful people you've helped in some way. They're invaluable skills that help your Pokémon win the tough battles that lie ahead. HMs are Hidden Machines.

74

NUMBER	ABILITY	LOCATION
TM01	Mega Punch	Celadon Department Store
TM02	Razor Wind	Celadon Department Store
TM03	Sword's Dance	Silph Co.
TM04	Whirlwind	Route 4
TM05	Mega Kick	Celadon Department Store
TM06	Toxic	Fuschia City Gym after you beat Koga
TM07	Horn Drill	Celadon Department Store
TM08	Body Slam	S.S. Anne
TM09	Take Down	Celadon Department Store
TM10	Double-Edge	Game Corner
TM11	Bubblebeam	Cerulean City Gym after you beat Misty
TM12	Water Gun	Mt. Moon
TM13	Ice Beam	Celadon Department Store
TM14	Blizzard	Cinnabar Island
TM15	Hyper Beam	Celadon City
TM16	Pay Day	Route 12
TM17	Submission	Celadon Department Store
TM18	Counter	Celadon Department Store
TM19	Seismic Toss	Route 25
TM20	Rage	Route 15
TM21	Mega Drain	Celadon City Gym after you beat Erika
TM22	Solarbeam	Cinnabar Island
TM23	Dragon Rage	Celadon City
TM24	Thunderbolt	Vermilion City Gym after you beat Lt. Surge
TM25	Thunder	Power Plant
TM26	Earthquake	Silph Co.
TM27	Fissure	Viridian City Gym after you beat Giovanni
TM28	Dig	Cerulean City
TM29	Psychic	Saffron City

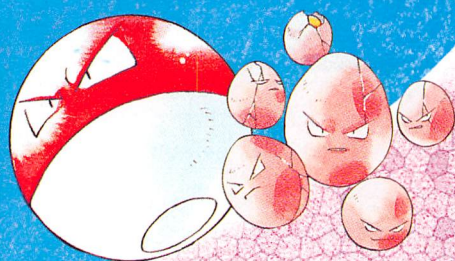
NUMBER	ABILITY	LOCATION
TM30	Teleport	Route 9
TM31	Mimic	Saffron City
TM32	Double Team	Fuschia City
TM33	Reflect	Power Plant
TM34	Bide	Pewter City Gym after you beat Brock
TM35	Metronome	Cinnabar Island
TM36	Self Destruct	Silph Co.
TM37	Egg Bomb	Fuschia City
TM38	Fire Blast	Cinnabar Island Gym after you beat Blaine
TM39	Swift	Route 12 lookout tower
TM40	Skull Bash	Safari Zone
TM41	Softboiled	Celadon City
TM42	Dream Eater	Viridian City
TM43	Sky Attack	Victory Road
TM44	Rest	S.S. Anne
TM45	Thunder Wave	Route 24
TM46	Psywave	Saffron City Gym after you beat Sabrina
TM47	Explosion	Victory Road
TM48	Rock Slide	Celadon Department Store
TM49	Tri Attack	Celadon Department Store
TM50	Substitute	Celadon Department Store
HM01	Cut	S.S. Anne
HM02	Fly	Route 16
HM03	Surf	Safari Zone
HM04	Strength	Fuchsia City
HM05	Flash	Route 2

Item Guide

NAME	PRICE	LOCATION	USE
Antidote	100	Pokémon Marts	Cures poison
Awakening	250	Pokémon Marts	Wakes up your Pokémon
Bicycle	1,000,000	Cerulean City Bike Shop	Allows you to travel faster
Bike Voucher	n/a	Vermilion City	Exchange for a free Bicycle
Boulder Badge	n/a	Pewter City	Increases attack of all your Pokémon
Burn Heal	250	Pokémon Mart	Cures burns
Calcium	9,800	Celadon Department Store	Increases Special permanently
Carbos	9,800	Celadon Department Store	Increases Speed permanently
Card Key	n/a	Silph Co.	Opens Silph's doors
Cascade Badge	n/a	Cerulean City	Pokémon up to LV 30 will obey you

NAME	PRICE	LOCATION	USE
Coins (50)	1,000	Game Corner	Play the slots and buy prizes
Coin Case	n/a	Celadon City	Holds coins
Dire Hit	650	Celadon Department Store	Increases chances of critical hits
Dome Fossil	n/a	Mt. Moon	Clone a Kabuto on Cinnabar Island
Earth Badge	n/a	Viridian City	All Pokémon will obey you
Elixir	n/a	Various areas	Restores 10 PP on all attacks
Escape Rope	550	Pokémon Marts	Takes you to a Pokémon Center
Ether	n/a	Various areas	Restores 10 PP on one attack
Exp.All	n/a	Route 15	Shares Experience points among all Pokémon on your team, whether they actually fight or not
Fire Stone	2,100	Celadon Department Store	Force-evolves certain Fire Pokémon
Fresh Water	200	Celadon Department Store	Restores 50 HP—also for access past thirsty guards
Full Heal	600	Pokémon Marts	Heals any condition
Full Restore	3,000	Pokémon Marts	Heals anything and restores all HP
Gold Teeth	n/a	Safari Zone	Helps Safari Zone warden speak
Good Rod	n/a	Fuschia City	Lets you catch Magikarp and Goldeen (may allow you to catch more)
Great Ball	600	Pokémon Marts	Captures better than normal Poké Ball
GuardSpec.	700	Celadon Department Store	Protects from special attacks
Helix Fossil	n/a	Mt. Moon	Used to clone Omanyte on Cinnabar Island
HP Up	9,800	Celadon Department Store	Increases HP by 1 or 2 permanently
Hyper Potion	1,500	Pokémon Marts	Restores 200 HP
Ice Heal	250	Pokémon Marts	Thaws out frozen Pokémon
Iron	9,800	Celadon Department Store	Increases Attack permanently
Itemfinder	n/a	Route 11	Beeps if there is a hidden item onscreen
Leaf Stone	2,100	Celadon Department Store	Force-evolves certain Grass Pokémon
Lemonade	350	Celadon Department Store	Restores 80 HP—also, access past thirsty guards
Lift Key	n/a	Game Corner	Lets you use the elevator
Marsh Badge	n/a	Saffron City	Pokémon up to LV 70 will obey you
Master Ball	n/a	Silph Co.	Guaranteed capture of any Pokémon (only one in entire game)
Max Elixir	n/a	Various areas	Restores all PP on all attacks
Max Ether	n/a	Various areas	Restores all PP on one attack
Max Potion	2,500	Pokémon Marts	Restores all HP
Max Repel	700	Pokémon Marts	Prevents attacks from wild Pokémon for 250 steps
Max Revive	n/a	Various areas	Revives Pokémon and restores all HP

NAME	PRICE	LOCATION	USE
Moon Stone	n/a	Various areas	Force-evolves certain Pokémon
Nugget	n/a	Various areas	Can be sold for 5,000
Oak's Parcel	n/a	Viridian Pokémon Mart	Deliver it to Prof. Oak for a Pokédex
Old Amber	n/a	Pewter City Museum	Clone Aerodactyl on Cinnabar Island
Old Rod	n/a	Vermilion City	Catch Magikarp
Paralyz Heal	200	Pokémon Marts	Cures paralysis
Poké Ball	200	Pokémon Marts	Catch Pokémon
Poké Doll	1,000	Celadon Department Store	Distracts enemy, can be traded for TM31
Poké Flute	n/a	Lavender Town	Awakens sleeping Pokémon
Pokédex	n/a	Pallet Town	Stores Pokémon data
Potion	300	Pokémon Marts	Restores 20 HP
PP Up	n/a	Various areas	Increases PP of one move permanently
Protein	9,800	Celadon Department Store	Increases attack permanently
Rainbow Badge	n/a	Celadon City	Pokémon up to Level 50 will obey you
Rare Candy	n/a	Various areas	Increases experience Level by 1
Repel	350	Pokémon Marts	Prevents attacks by wild Pokémon for 100 steps
Revive	1,500	Pokémon Marts	Revives Pokémon and restores one-half total HP
Safari Ball	n/a	Safari Zone	Catch Safari Zone Pokémon
Secret Key	n/a	Cinnabar Island	Opens door to Cinnabar Island Gym
Silph Scope	n/a	Game Corner	Identifies ghosts
Soda Pop	300	Celadon Department Store	Restores 60 HP, access past thirsty guards
Soul Badge	n/a	Fuschia City	Increases defense of all your Pokémon
S.S. Ticket	n/a	Sea Cottage	Allows you to board the S.S. Anne
Super Potion	700	Pokémon Marts	Restores 50 HP
Super Repel	500	Pokémon Marts	Prevents random battles for 150 steps
Super Rod	n/a	Route 12	Catch Water Pokémon
Thunder Badge	n/a	Vermilion City	Increases Speed of all your Pokémon
Thunder Stone	2,100	Celadon Department Store	Force-evolves certain Electric Pokémon
Town Map	n/a	Pallet Town	Map of the whole game
Ultra Ball	1,200	Pokémon Marts	Captures better than normal Poké Ball
Volcano Badge	n/a	Viridian City	All Pokémon will obey you
Water Stone	2,100	Celadon Department Store	Force-evolves certain Water Pokémon
X Accuracy	950	Celadon Department Store	Increases accuracy temporarily
X Attack	500	Celadon Department Store	Increases attack temporarily
X Defend	550	Celadon Department Store	Increases defense temporarily
X Special	350	Celadon Department Store	Increases special temporarily
X Speed	350	Celadon Department Store	Increases speed temporarily



Move Guide

This is a complete list of all the moves available to your Pokémon, either automatically, by evolving, or by finding TMs. Power Points (PP) are the number of times your Pokémon can use any particular attack before having to return to a Pokémon Center to have the ability topped up to maximum again. Accuracy is how likely the attack is to succeed (an attack with an Accuracy rating of 100 will always strike home, while one with a rating of 50 will completely miss half of the time), and Power is how much damage the attack can do to an enemy's energy bar. If the Power rating is "n/a," that means the attack will damage an enemy's abilities, but will

not actually take any energy away from him or her. Some attacks also have secondary powers, such as poisoning or burning. With these attacks, an enemy will receive damage over more than one turn, beyond the damage directly done by the initial attack, until the effect wears off or is cured by use of an item.

Use this guide to determine which Pokémon are best to use against particular opponents, and also to decide which abilities to use when a Pokémon learns new attacks but already has a full inventory of four and must throw one away in order to use the new one.

78

NAME	TYPE	PP	ACCURACY	POWER	EFFECT
Absorb	Grass	20	100	20	Steals HP from enemy Pokémon and gives them to you
Acid	Poison	30	100	40	Does normal attack damage; has the chance to lower enemy Pokémon's defense
Acid Armor	Poison	40	100	n/a	Greatly increases your Pokémon's defense
Agility	Psychic	30	100	n/a	Greatly increases your Pokémon's speed
Amnesia	Psychic	20	100	n/a	Greatly increases your Pokémon's special
Aurora Beam	Ice	20	100	65	Does normal attack damage; has the chance to lower defense or freeze enemy Pokémon
Barrage	Normal	20	85	15	Attacks two to five times in a row
Barrier	Psychic	30	100	n/a	Greatly increases your Pokémon's defense
Bide	Normal	10	100	n/a	Lose two to three turns, then give double the total damage received
Bind	Normal	20	75	15	Attacks two to five times; enemy Pokémon can't move
Bite	Normal	25	100	60	Does normal attack damage; has a chance to scare enemy Pokémon
Blizzard	Ice	5	90	120	Does normal attack damage; better chance to freeze enemy Pokémon
Body Slam	Normal	15	100	85	Does normal attack damage; better chance to paralyze enemy Pokémon
Bone Club	Ground	20	85	65	Does normal attack damage; has a chance to scare enemy Pokémon
Bonemerang	Ground	10	90	50	Attacks twice in a row
Bubble	Water	30	100	20	Does normal attack damage; chance to lower enemy Pokémon's speed

NAME	TYPE	PP	ACCURACY	POWER	EFFECT
Bubblebeam	Water	20	100	65	Does normal attack damage; chance to lower enemy Pokémon's speed
Clamp	Water	10	75	35	Attacks two to five times; enemy Pokémon can't move
Comet Punch	Normal	15	85	20	Attacks two to five times in a row
Confuse Ray	Ghost	10	100	n/a	Confuses enemy Pokémon
Confusion	Psychic	25	100	50	Does normal attack damage; has a chance to confuse enemy Pokémon
Constrict	Normal	35	100	10	Does normal attack damage; chance to lower enemy Pokémon's speed
Conversion	Normal	30	100	n/a	Changes your type to enemy Pokémon's
Counter	Fighting	20	100	n/a	Gives double the damage received last turn
Crabhammer	Water	10	85	90	Almost always causes a critical hit
Cut	Normal	30	95	50	Normal attack
Defense Curl	Normal	40	100	n/a	Increases your Pokémon's defense
Dig	Ground	10	100	60	Digs a hole first turn, attacks on second
Disable	Normal	20	75	n/a	Disables one of enemy Pokémon's attacks
Dizzy Punch	Normal	10	100	70	Normal attack
Double-Edge	Normal	15	100	100	Does normal attack damage, plus secondary attack of one-quarter damage to user
Double Kick	Fighting	30	100	30	Attacks twice in a row
Doubleslap	Normal	10	85	15	Attacks two to five times in a row
Double Team	Normal	15	100	n/a	Increases your Pokémon's evasion ability
Dragon Rage	Dragon	10	100	n/a	Always gives 40 HP damage
Dream Eater	Psychic	15	100	100	Absorbs enemy Pokémon's HP (enemy Pokémon must be sleeping)
Drill Peck	Flying	20	100	80	Normal attack
Earthquake	Ground	10	100	100	Normal attack
Egg Bomb	Normal	10	75	100	Normal attack
Ember	Fire	25	100	45	Does normal attack damage; has chance to burn enemy Pokémon
Explosion	Normal	5	100	n/a	You faint; defeat enemy Pokémon in one hit
Fire Blast	Fire	5	85	120	Does normal attack damage; better chance to burn enemy Pokémon
Fire Punch	Fire	15	100	75	Does normal attack damage; has chance to burn enemy Pokémon
Fire Spin	Fire	15	75	20	Attacks two to five times; enemy Pokémon can't
Fissure	Ground	5	30	n/a	Automatically defeats enemy Pokémon
Flamethrower	Fire	15	100	100	Does normal attack damage; has chance to burn enemy Pokémon
Flash	Normal	20	75	n/a	Lowers enemy Pokémon's accuracy
Flying	Flying	15	95	70	Flies into air first turn, attacks on second
Focus Energy	Normal	30	100	n/a	Increases chances for critical hits
Fury Attack	Normal	20	85	15	Attacks two to five times in a row
Fury Swipes	Normal	15	80	20	Attacks two to five times in a row
Glare	Normal	30	75	n/a	Paralyzes enemy Pokémon
Growl	Normal	40	100	n/a	Lowers enemy Pokémon's attack

NAME	TYPE	PP	ACCURACY	POWER	EFFECT
Growth	Normal	40	100	n/a	Increases your Pokémon's "special" attack
Guillotine	Normal	5	30	n/a	Automatically defeats enemy Pokémon
Gust	Normal	35	100	40	Normal attack
Harden	Normal	30	100	n/a	Increases your Pokémon's defense
Haze	Ice	30	100	n/a	Removes all attack support effects
Headbutt	Normal	15	100	70	Better chance of scaring enemy Pokémon
Hi Jump Kick	Fighting	20	75	85	If attack misses, secondary attack of one-eighth damage to user of move
Horn Attack	Normal	25	100	65	Normal attack
Horn Drill	Normal	5	30	n/a	Automatically defeats enemy Pokémon
Hydro Pump	Water	5	80	120	Normal attack
Hyper Beam	Normal	5	90	150	Lose turn after attack
Hyper Fang	Normal	10	90	n/a	Reduces enemy Pokémon's HP by half
Hypnosis	Psychic	20	75	n/a	Puts enemy Pokémon to sleep
Ice Beam	Ice	10	100	95	Does normal attack damage; has the chance to freeze enemy Pokémon
Ice Punch	Ice	15	100	75	Does normal attack damage; has the chance to freeze enemy Pokémon
Jump Kick	Fighting	25	85	70	If attack misses, secondary attack of one-eighth damage to self
Karate Chop	Normal	25	100	50	Almost always causes a critical hit
Kinesis	Psychic	15	80	n/a	Decreases enemy Pokémon's accuracy
Leech Life	Bug	15	100	20	Steals HP from enemy Pokémon, gives it to you
Leech Seed	Grass	10	90	n/a	Every turn, enemy Pokémon's HP are absorbed
Leer	Normal	30	100	n/a	Lowers enemy Pokémon's defense
Lick	Ghost	30	100	20	Better chance of paralyzing enemy Pokémon
Light Screen	Psychic	30	100	n/a	Halves damage from special attacks
Lovely Kiss	Normal	10	75	n/a	Puts enemy Pokémon to sleep
Low Kick	Fighting	20	90	50	Does normal attack damage; better chance of scaring enemy Pokémon
Meditate	Psychic	40	100	n/a	Increases attack power
Mega Drain	Grass	10	100	40	Steals HP from enemy Pokémon, gives it to you
Mega Kick	Normal	5	75	120	Normal attack
Mega Punch	Normal	5	85	80	Normal attack
Metronome	Normal	10	100	n/a	Produces random attacks
Mimic	Normal	10	100	n/a	Allows you to copy one of enemy Pokémon's moves
Minimize	Normal	20	100	n/a	Increases your Pokémon's evasion ability
Mirror Move	Flying	20	100	n/a	Copies enemy Pokémon's last attack
Mist	Ice	30	100	n/a	Ability-altering attacks don't affect you
Night Shade	Ghost	15	100	n/a	Deals damage equal to your Level
Pay Day	Normal	20	100	40	Gives you cash equal to double your Level
Peck	Flying	35	100	35	Normal attack

NAME	TYPE	PP	ACCURACY	POWER	EFFECT
Petal Dance	Grass	20	100	70	Attack two to four times, then become confused
Pin Missile	Bug	20	85	15	Attacks two to five times in a row
Poison Gas	Poison	40	55	n/a	Poisons enemy Pokémon
Poison Sting	Poison	35	100	15	Does normal attack damage; has chance to poison enemy Pokémon
Poisonpowder	Poison	35	75	n/a	Poisons enemy Pokémon
Pound	Normal	35	100	40	Normal attack
Psybeam	Psychic	20	100	65	Does normal attack damage; has a chance to confuse enemy Pokémon
Psychic	Psychic	10	100	90	Does normal attack damage; has the chance to lower enemy Pokémon's special rating
Psywave	Psychic	15	80	n/a	Deals damage equal to one and one-half your Level
Quick Attack	Normal	30	100	40	Attacks first no matter what
Rage	Normal	20	100	20	Attack power rises as you take damage
Razor Leaf	Grass	25	95	55	Almost always causes a critical hit
Razor Wind	Normal	10	75	80	Stores energy first turn, attacks on second
Recover	Normal	20	100	n/a	Recovers half of max HP
Reflect	Psychic	20	100	n/a	Reduces damage taken by half
Rest	Psychic	10	100	n/a	Recover all HP but lose two turns
Roar	Normal	20	100	n/a	Automatically ends battle
Rock Slide	Rock	10	90	75	Normal attack
Rock Throw	Rock	15	35	50	Normal attack
Rolling Kick	Fighting	15	85	60	Does normal attack damage; better chance to scare enemy Pokémon
Sand Attack	Normal	15	100	n/a	Decreases enemy Pokémon's accuracy
Scratch	Normal	30	100	40	Normal attack
Screech	Normal	40	85	n/a	Greatly decreases defense
Seismic Toss	Fighting	20	100	n/a	Deals damage equal to your Level
Self Destruct	Normal	5	100	200	Deals a lot of damage, but you faint
Sharpen	Normal	30	100	n/a	Increases attack
Sing	Normal	15	75	n/a	Puts enemy Pokémon to sleep
Skull Bash	Normal	15	100	100	Stores energy first turn, attacks on second
Sky Attack	Flying	5	90	140	Stores energy first turn, attacks on second
Slam	Normal	20	75	80	Normal attack
Slash	Normal	20	100	70	Almost always causes a critical hit
Sleep Powder	Grass	15	85	n/a	Puts enemy Pokémon to sleep
Sludge	Poison	20	100	65	Great chance of poisoning enemy Pokémon
Smog	Poison	20	70	20	Does damage and can poison enemy Pokémon
Smokescreen	Normal	20	100	n/a	Decreases accuracy
Softboiled	Normal	10	100	n/a	Recovers one-half max HP
Solarbeam	Grass	20	100	120	Stores energy first turn, attacks on second
Sonic Boom	Normal	20	90	n/a	Always deals 40 HP damage
Spike Cannon	Normal	15	100	20	Attacks two to five times in a row
Splash	Normal	40	100	n/a	Does nothing
Spore	Grass	15	100	n/a	Puts enemy Pokémon to sleep

NAME	TYPE	PP	ACCURACY	POWER	EFFECT
Stomp	Normal	20	100	65	Better chance of scaring enemy Pokémon
Strength	Normal	15	100	80	Normal attack
String Shot	Bug	40	95	n/a	Decreases enemy Pokémon's speed
Struggle	Normal	n/a	100	50	Used if all PP are gone; secondary attack of one-quarter damage dealt to user
Stun Spore	Grass	30	75	n/a	Paralyzes enemy Pokémon
Submission	Fighting	25	85	80	Secondary attack of one-quarter damage dealt to user
Substitute	Normal	10	100	n/a	Create clone; clone takes damage
Super Fang	Normal	10	90	n/a	Reduces enemy Pokémon's HP by half
Supersonic	Normal	20	55	n/a	Confuses enemy Pokémon
Surf	Water	15	100	95	Normal attack
Swift	Normal	20	100	60	Hits 100% of the time
Swords Dance	Normal	30	100	n/a	Greatly increases attack
Tackle	Normal	35	95	35	Normal attack
Tail Whip	Normal	30	100	n/a	Decreases enemy Pokémon's defense
Take Down	Normal	20	85	90	Secondary attack of one-quarter damage dealt to user
Teleport	Psychic	20	95	n/a	Automatically ends battle
Thrash	Normal	20	100	90	Attack two to four times, then become confused
Thunder	Electric	10	75	120	Does normal attack damage; has chance to paralyze enemy Pokémon
Thunder Wave	Electric	20	100	n/a	Paralyzes enemy Pokémon
Thunderbolt	Electric	15	100	95	Excellent chance to paralyze enemy Pokémon
Thunder Punch	Electric	15	100	75	Does normal attack damage; has chance to paralyze enemy Pokémon
Thundershock	Electric	30	100	40	Does normal attack damage; has chance to paralyze enemy Pokémon
Toxic	Poison	10	90	n/a	Badly poisons enemy Pokémon
Transform	Normal	10	100	n/a	Turn into enemy Pokémon
Tri Attack	Normal	10	100	80	Normal attack
Twineedle	Bug	20	100	25	Doubled poison attack
Vice Grip	Normal	30	100	55	Normal attack
Vine Whip	Grass	10	100	35	Normal attack
Water Gun	Water	25	100	40	Normal attack
Waterfall	Water	15	100	80	Normal attack
Whirlwind	Normal	20	95	n/a	Automatically ends battle
Wing Attack	Flying	35	100	60	Normal attack
Withdraw	Water	40	100	n/a	Increases your Pokémon's defense
Wrap	Normal	20	85	5	Between two and five repeats of the same attack



General Tips

Easy Experience

An easy way to earn experience for a weaker Pokémon is to put your lowest-level Pokémon at the top of your list. When a fight begins, this Pokémon will be the first Pokémon released. But don't fight with the inexperienced Pokémon; instead, switch to a stronger Pokémon to use for the actual fight. The weaker Pokémon will share the experience from the battle without being put in any danger. This is a good

way to make your Pokémon gain experience evenly.

Poké Ball Tricks

When you throw a Poké Ball, hold Ⓐ as the ball closes on the Pokémon. The Poké Ball will shut tighter, making it easier to catch the Pokémon.

You can also make a normal Poké Ball act like a Master Ball. Throw the normal Poké Ball at a Pokémon. As soon as the ball appears, hold ↑ and Ⓑ together, and you should catch the Pokémon.

need another Game Boy with the game and a Game Link Cable. First, transfer your Pokémon to the other Game Boy. Then begin a new game on the original Game Boy and get one of the monsters that you didn't choose first time and transfer it to the other Game Boy. Repeat this step again, then transfer the monsters back to the original Game Boy.

Find Dratini

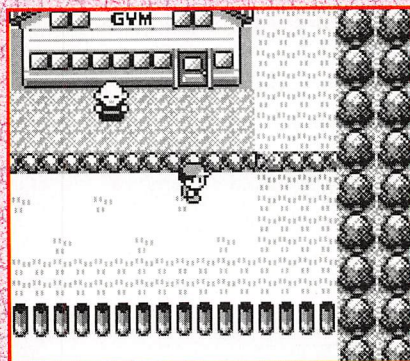
To find Dratini, go fishing in the Safari Zone in Area 1. If you hook it, use Safari Balls to catch it. This also works with other Safari Zone Pokémon.

Get Three TMs

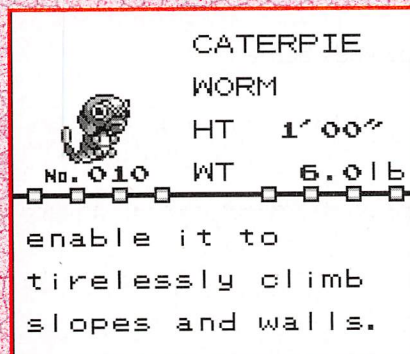
On the top floor of the Celadon Department Store is a little girl who is thirsty. Buy some lemonade, soda, and water from the Poké Mart, then talk to the girl three times and give her one of the drinks each time. She will give you three TMs (abilities) that your Pokémon would normally have to learn by gaining experience from many battles.

Find Secret PC in Celadon City

Go into the hotel in the bottom-right corner. Face where the computer would be in a Pokémon Center and press Ⓐ.



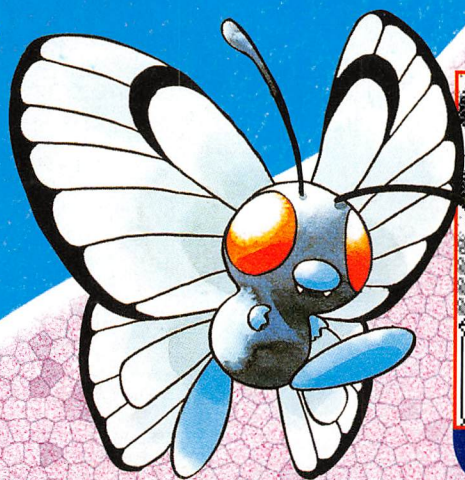
The bald guy doesn't look like much of an athlete.



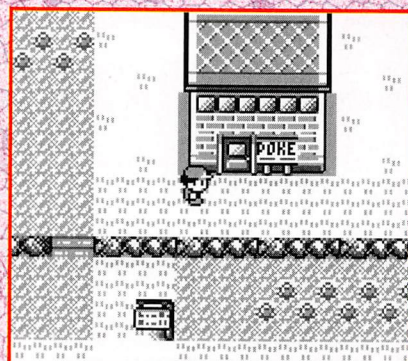
Why would a worm want to climb a wall anyway?



The Pokémon Center is where your Pokémon restore health.



He's right—you should always have lots of Poké Balls handy.



If you're near a town, visit the Pokémon Center after battles.

Get Free Full Restores

To get free Full Restores at Indigo Plateau's Poké Mart, set the quantity to 20 and press "Buy." You'll get the Full Restores for free.

Strengthen Weak Pokémon

If you find a weak Pokémon like Kakuna, Magikarp, or Metapod, head to Cerulean City, then go south to reach a guard station and a day-care center.

Find Hidden Items

If you ever see a rock just sitting there by itself, go to it and press **A**. Usually, you'll find an item.

Special Traders

There are many trainers who you can trade with, but there are five special traders who are the only sources of certain rare Pokémon. One is in Cerulean City; he'll trade Jynx for Poliwhirl. Jynx is nicknamed "Lola." The second special trader is in Vermilion City; he will trade Farfetch'd for Spearow. Farfetch'd is nicknamed "Dux." The next trader is found on Route 18; he'll trade Lickitung for Slowbro. Lickitung is

nicknamed "Marc." The fourth trader is on Cinnabar Island, and she will trade Tangela for Venonat. Tangela is nicknamed "Crinkles." Finally, the last special trader is on Route 2 and will trade Mr. Mime for Abra. Mr. Mime is nicknamed "Marcel."

Ideal Pokémon Team

Here's the best collection of Pokémon to have in your pocket at any one time:

- One Normal Pokémon
- One Flying Pokémon
- One Ghost Pokémon
- One Psychic Pokémon
- One Rock Pokémon
- One Dragon Pokémon

Find Moltres

Moltres is in the Victory Road cave, on the third level from the entrance.

Evolving Pokémon

In Celadon City, go behind the mansion and find the secret door. Once inside, climb the stairs and grab the Poké Ball on the table. Inside the Poké Ball is an Eevee, which can evolve into one of three other Pokémon, depending on which stone you use on it. (See the complete Pokémon list for

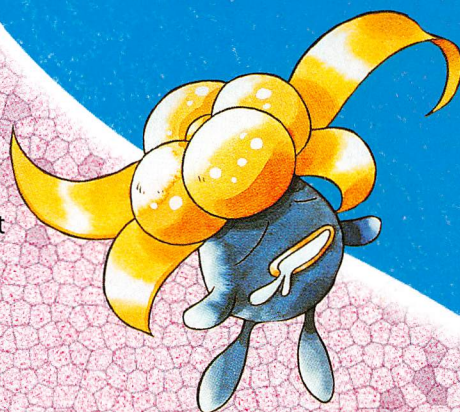
details.)

Four Pokémon evolve only when they are traded. These are:

- Kadabra: evolves into Alakazam
- Graveler: evolves into Golem
- Haunter: evolves into Gengar
- Machoke: evolves into Machop

After becoming Pokémon League Champion, you can enter a cave outside of Cerulean City to find many evolved forms of Pokémon and some rare Pokémon. These Pokémon include:

- Hypno
- Arbok (Red Version only)
- Chansey
- Ditto
- Dodrio
- Electabuzz (Red Version only)
- Electrode
- Golbat
- Kadabra
- Kingler
- Raichu (Blue Version only)
- Rhydon
- Sandslash (Blue Version only)
- Seadra
- Seaking
- Slowbro
- Venomoth
- Wigglytuff



Golden Teeth

The golden teeth are located in the Safari Zone near the Secret House.

Find Lapras

Trade a Spearow for it in Vermilion City. Also, after defeating Gary in the Team Rocket headquarters, talk to the character beside you; he'll give you a Lapras.

Find Hitmonlee and Hitmonchan

In Saffron City, defeat the gym beside Sabrina's Gym and you can choose between a Hitmonlee or a Hitmonchan.

Find Porygon

At the Casino trade 6,500 coins (Blue Version) or pay 9,999 coins (Red Version) to get Porygon.

Find Lickitung

In the building west of Fuschia, trade a Slowbro for Lickitung.

Get Electric Pokémon

Go to Cerulean City and head toward Saffron, but don't go all the way to Saffron. Instead, take the path that leads east toward Rock Tunnel. Before reaching Rock Tunnel, go north to the water and surf. You can find Electric Pokémon at the Power Plant.

Find Zapdos the Electric Pokémon

Go to the Power Plant as described above. Get into the river and follow the path. Search around the Power Plant. Like the other Electric Pokémon, Zapdos is a bird, but unlike the others, it is a rare Pokémon, so use the

"Unlimited Chances" tip.

Defeat Electric Pokémon

It's beneficial to have the Cut power when fighting Electric Pokémon. It usually defeats them with one shot.

Find Articuno the Ice Pokémon

Articuno is in the Seafoam caves. To reach it, push two rocks into the black squares so they fall into the water. This makes the current calmer. Now it is safe to use your Surf ability to reach the island where Articuno the bird is. Use an Ultra Ball to catch it.

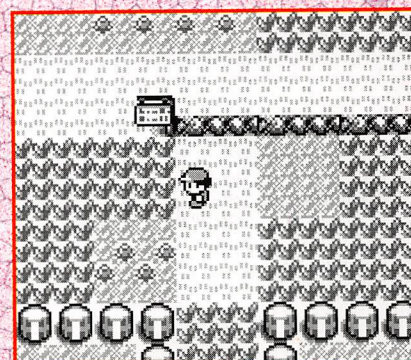
Find Sailor the Seel Pokémon

In the Cinnabar Island research lab, enter the third door to the right and talk to the scientist on the right. If you trade him a Ponyta, he will give you a Seel, nicknamed "Sailor."

Find the Key to Blaine's Gym on Cinnabar Island

Enter the main building, climb the first flight of steps, and enter the room above that holds a gargoyle. Go to the gargoyle and press **A** to reveal the secret switch. Select "Yes" when asked if you want to throw the switch. Now go to the room above and climb the stairs to find another statue. Press the button on the statue to gain access to another secret room. Inside is a scientist whom you must defeat.

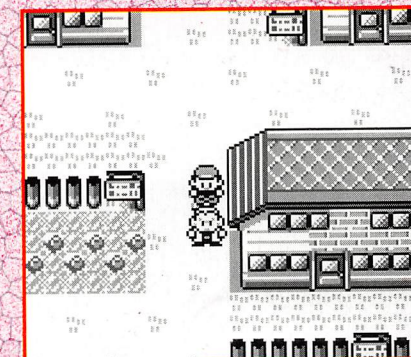
After defeating the scientist, go through the right-hand doorway at the bottom of the screen to enter a room with several rows of plants



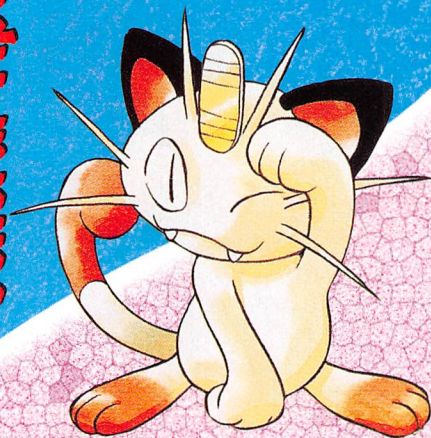
Lots of long grass here to go hunting Pokémon in.



You probably don't want to know any more than that...



Whatever you do, Prof. Oak won't give you more Pokémon.



and some stairs. Climbing the stairs will take you to a large room. Go up and left until you reach the last room; the secret key is inside. Find a character near a switch and press the switch. Return to the stairs leading to the room with the plants. A door leading to Blaine should have opened.

Find Cut Power (Red and Blue Versions)

You can find HMO1 (Cut) by talking to the Captain on the ship (S.S. Anne).

Find Fly Power (HM02)

From the Pokémon Center in Celadon City, go left until you hit the giant Poké Mart. Then, go down and left until you reach a narrow road. Follow the road until you reach a plant

that you must cut down. Go up to your left to find a building on the left-hand side. Go through the building and you'll see a house to your left. Enter the house and talk to the girl. She'll give you the Fly power.

Using Onix's Rage

Be very careful using this attack. Once you use Onix's Rage, it won't stop. You can't change Pokémon, get an Item, or use any other moves.

Defeat Ghosts

To defeat the Ghosts in Lavender Town, use a Poké Doll. You can get one from the Celadon Department Store.

Enter Saffron City

At the Celadon Department Store, get water from the rooftop Vending Machine. This allows access to Saffron City.

Winning Money in Celadon City

Enter Celadon City and get the coin case from the man in the back of the diner. Go to the slots and ask for some free coins. Use the coins to play the slots and win Pokémon prizes. We know which slot machine pays the most; here's how to find it.

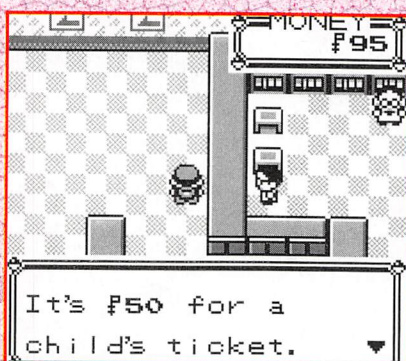
When you walk in, there are rows of slots. Find the man to the far left who says "wins come and go." Below him is a machine that is out of order; play the machine directly beneath it. Do not get frustrated if you do not win constantly. If it stops paying out a lot, leave, go train your Pokémon, and come back later.

Note:

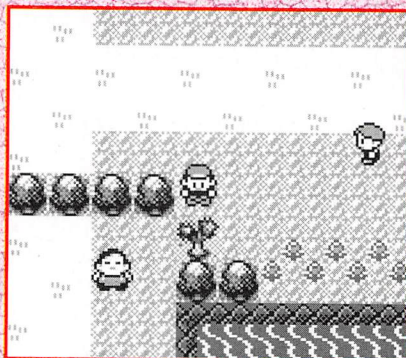
The slot machine trick works more often in the Blue Version of the game. Also try walking around Celadon's Game Corner and repeatedly pressing A to find coins that people have dropped.



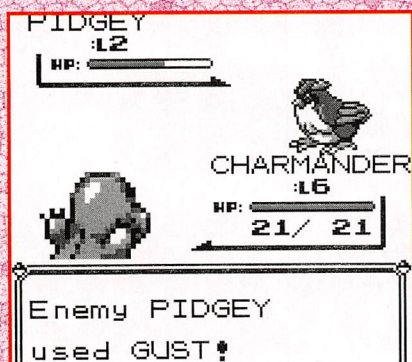
The three Poké Balls here contain the starting Pokémon.



The Museum is pretty expensive to visit.



You'll need HM01 (Cut) to get through here.



Your Charmander is already pretty well powered-up here.



This guy wants you to be a delivery boy for him.

Reaching Pokémon Centers Quickly

When your Pokémon are weak and you need to get to a Pokémon Center quickly, press START and choose Pokémon. A list of your Pokémon appears. If you have Abra with you, choose it and select teleport. However, you must be outside to use teleport, so use an Escape Rope if needed. Teleporting takes you directly to the last Pokémon Center visited. Besides teleporting, you can use Dig (TM28) when in a cave, or Fly (HM05), which lets you fly to a Pokémon Center in any town that you've visited previously.

Get Mewtwo

To get Mewtwo, the rarest of all Pokémon, defeat the Pokémon League, then enter the cave in Cerulean City. Mewtwo is deep within the cave. To catch Mewtwo relatively easily, you need three Ultra Balls and Dragonair or Dragonite abilities. Also, you can get a Pokémon with a hypnosis ability, like a Haunter, and put Mewtwo to sleep. Throw an Ultra Ball while it's sleeping and you should catch Mewtwo.

Unlimited Chances to Capture Rare Pokémon

When you find a rare Pokémon like Mewtwo, immediately save the game. Now you can battle the Pokémon without worrying about not catching it or accidentally killing it. Killing a rare Pokémon is a major problem because you can no longer catch it in your game—only by trading with a friend will you be able to get it.

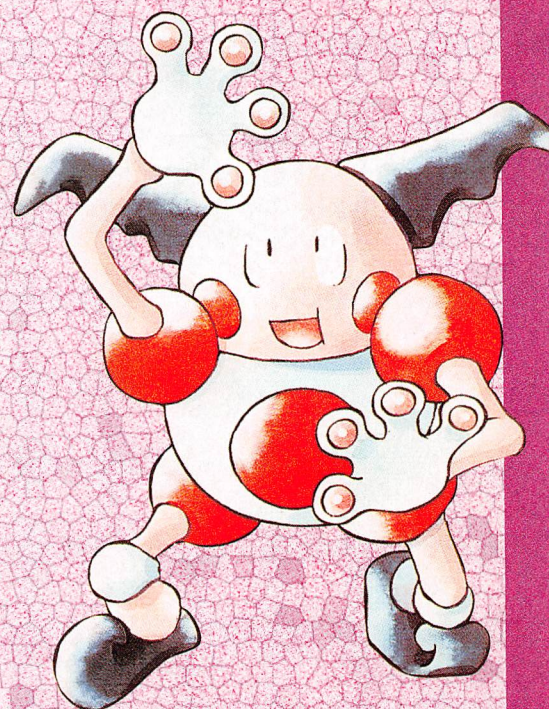
Unlimited Steps in Safari Zone (Water Pokémon Only)

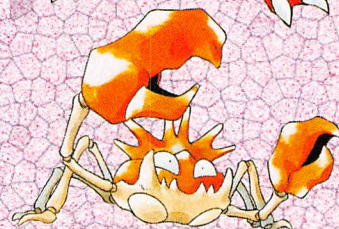
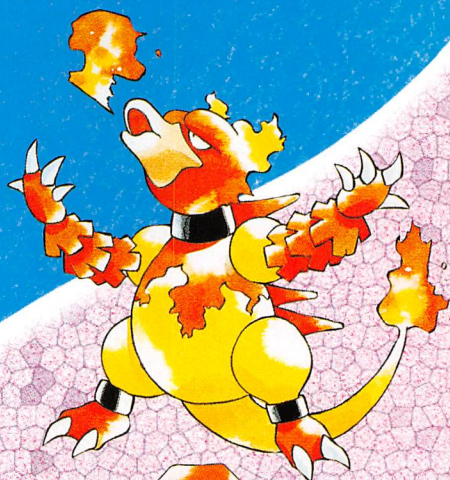
This trick allows an unlimited amount of time to catch Water Pokémon in the Safari Zone. First obtain a Good or Super Rod. Next, go to the Safari Zone and find some water. Then, go to inventory and use the rod to start fishing. If a "Not even a nibble" message appears, press Ⓐ, then quickly press START. If you get into a fight, see what Pokémon you've encountered. If it's one you do not have, catch it, then quickly press START after the battle. Return to the inventory and fish again. If you already have the Pokémon, run from it, then quickly press START and begin fishing again.

Note:

A Pokémon over Level 100 will drop to Level 100 if it gains experience points.

87





Complete Town Guide

88

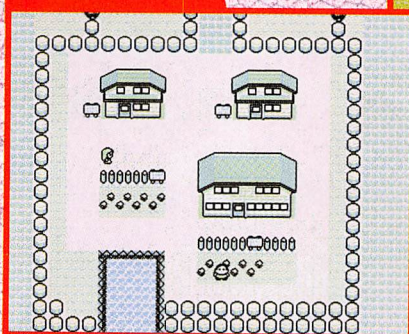
Here we tell you what you'll find in each of the game's major locations, and things to do when you're there. The Japanese name of each location is given in parentheses.

Pallet Town

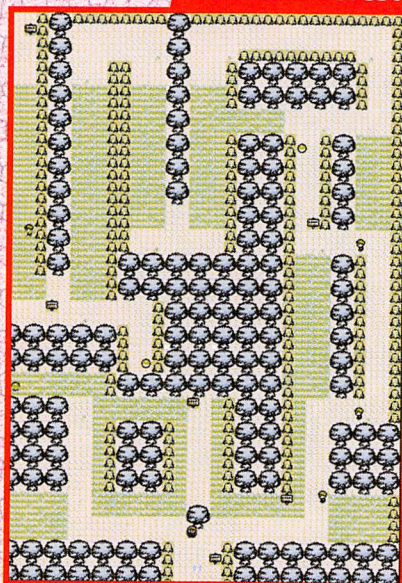
(MASARA TOWN)

This is the starting point of the game. Here you meet Professor Oak, who'll give you one of three starting Pokémon (unless you use the cheat in the Tips section to get all three).

Pallet Town



Viridian Forest



Viridian Forest

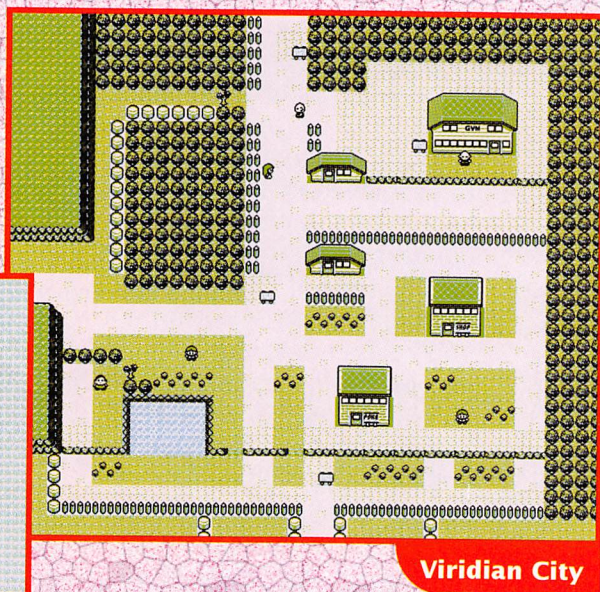
(TOKIWA FOREST)

The forest is the first place you are challenged by many other Pokémon owners. There are several items just lying around here, too.

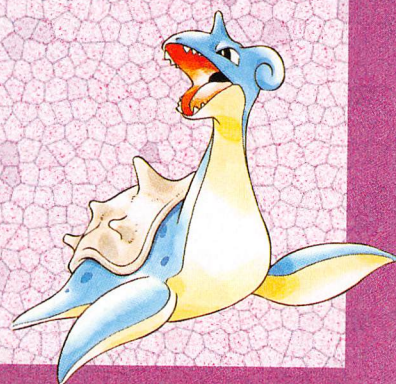
Viridian City

(TOKIWA CITY)

Giovanni's Gym is located here. When you first visit this city, be sure to go into the shop. The attendant there gives you a parcel for Professor Oak. Take it back to him. It will allow you to buy stuff, and get past the sleeping man. Look at the palm tree next to the man who was sleeping earlier, and it will give you a booster shot. After getting the Cut HM, talk to the kid in the closed-off place by cutting down the tree. He'll give you an item.



Viridian City



Pewter City

(NIBI CITY)

Brock's Gym is here. Above it is a large building: a museum. You must cut down a tree to access the research wing of the museum, which is a separate building on the right. Go in and the man there gives you the Old Amber Fossil. This is where Aerodactyl comes from (when given to a researcher on Cinnabar Island).

Mt. Moon

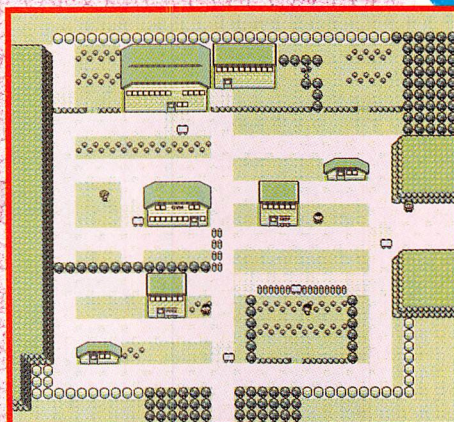
(OTSUKIMI YAMA)

Mt. Moon is actually a cave system that leads from the outskirts of Pewter City to the outskirts of Cerulean City. There are also some items scattered around inside. In the Pokémon Center near the entrance to the cave, a man will sell you a Magikarp for 500 coins.

Vermilion City

(KUCHIBA CITY)

Location of Lt. Surge's Gym. To the immediate left of the entrance to Vermilion City is a Pokémon Center. To the left of that are two houses. Go into the house farthest to the left. A man inside will give you the Old Fishing Rod. This can be used to capture only Magikarp.



Pewter City

Rock Tunnel

(IWA MOUNTAIN)

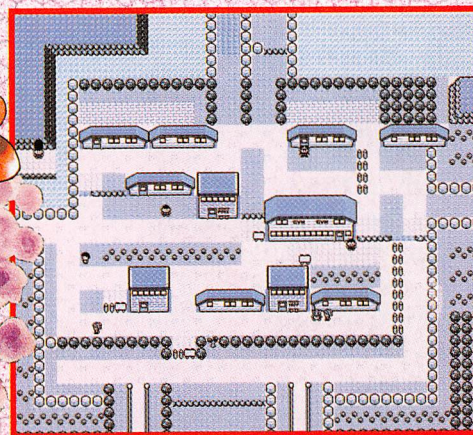
The cave you travel through is completely black. To make it light, use HM05 on a Pokémon like Clefairy or Jigglypuff. To get HM05, go to an area blocked off by trees next to the trail that leads to Viridian Forest. Use HM Cut to reveal a house. Talk to the men inside the house, and they will give you HM05.



Cerulean City

(HANADA CITY)

The location of Misty's Gym. At the bottom of the city is a bicycle shop; the man who owns it will give you a bike for free if you give him the Bike Voucher. To get the Bike Voucher, go to Vermilion City and enter the house above and to the left of the gym. Talk to the man in the upper-left corner. He'll give you the Bike Voucher.



Cerulean City

Vermilion City



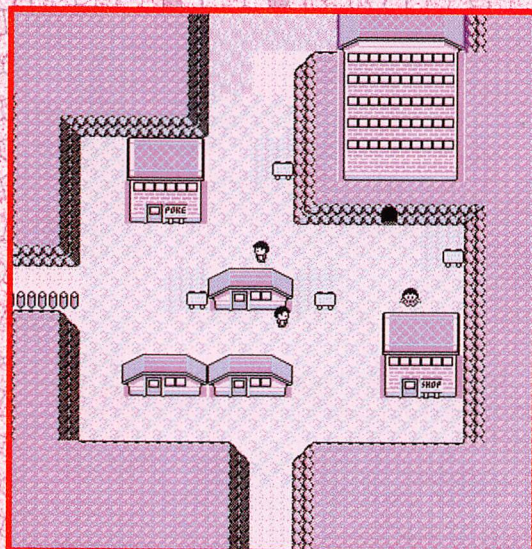
To the south of Vermilion City is a large Cruise Liner docked at a pier. Onboard the ship, the rooms full of people provide many challenges. The rooms also have some items in them. The captain of the boat will give you HM01—Cut. Use this Hidden Machine on Grass or Fire Pokémon. Above and to the left of the gym is a house with six people in it, two of which are Pokémon. Talk to the man in the black suit and hat on the top left of the house, and he will give you the Bike Voucher.

Lavender Town

(SHION TOWN)

This is the location of Pokémon Tower. The man in the bottom-right house will rename your Pokémon. To the trail on your left are some challenges and a house that has an underground trail to Celadon City. On the trail south of Lavender Town lie more challenges. To the far south is a sleeping Pokémon blocking the way.

You must get the Silph Scope from Celadon City to view the ghosts in Pokémon Tower (see Celadon City). After beating Pokémon Tower, the man at the top gives you the Poké Flute. Now follow the path to Fuschia City. On the way down to Fuschia City, there is a single house. A man inside will give you the Super Rod. You can catch a variety of Pokémon with this.



Lavender Town

Celadon City

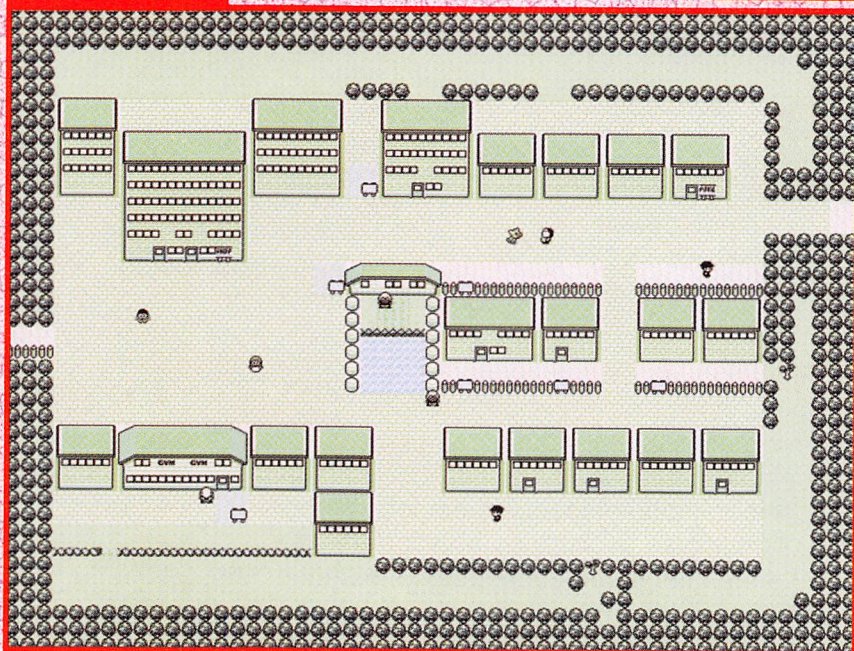
(TAMAMUSHI CITY)

Celadon City's main feature is an extremely large department store, but the city is also the location of Erika's Gym. In the Game Corner, you meet a man in a black suit who is standing in front of a poster near the back. Fight him and then take a look at the poster by using Ⓐ. You will hear a sound and a stairwell will appear. The stairs lead to Team Rocket, where you can get the Silph Scope used for seeing ghosts in Pokémon Tower.

To the left of the Celadon Department Store is a small road with a sleeping Snorlax blocking the way. Use the Poké Flute (get it from Lavender Town) on it to pass by. If you're going for all 150 Pokémon, be aware that there are only two Snorlax in the game, so save the game before you battle it.

There's a tree nearby. Cut

Celadon City



it down, then go up and to the left, and you'll see a house. Enter that house and a girl gives you HM02, which is the Fly power. You can use it with any flying Pokémon, and it will let you visit any city

with a Pokémon Center that you've already visited. You must have actually been to the Pokémon Center while you were in the city, though.

Saffron City

(YAMABUKI CITY)

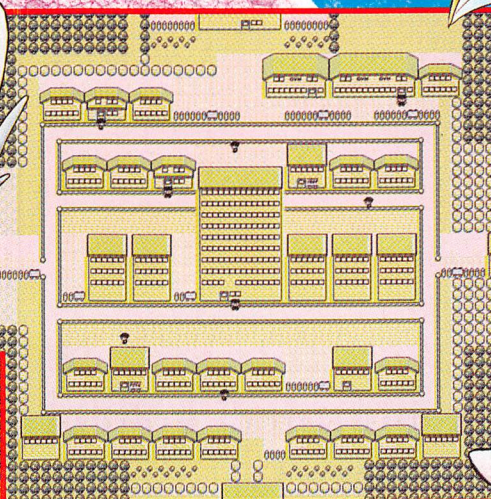
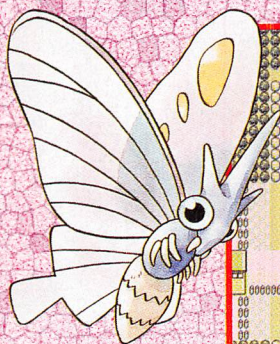
Saffron City is the home of Koga's Gym. The only way into the city is to give a drink to the guard. Go to the top of the Celadon Department Store to

get him one of the three drinks—any one will do.

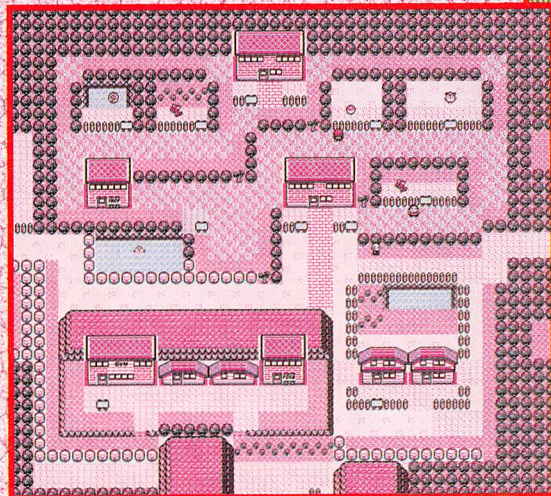
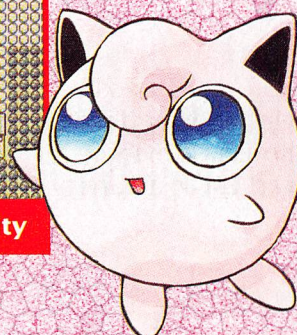
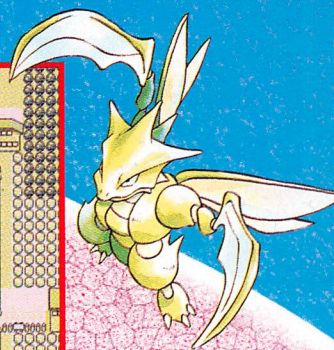
You can get Hitmonchan and Hitmonlee in the Dojo (see the Tips section). You can only

get one of the two. To gain access to the gym, you must find the building where the Team Rocket Leader is and defeat him again. If you defeat

him, you get access to the gym, where you can get the badge for Gym Boss number six.



Saffron City



Fuschia City

Fuschia City

(SEKICHIKU CITY)

This is where you find Sabrina's Gym; it's two houses to the south, near the city's entrance. The house on the left is where the Warden lives; he'll give you HM04, the Strength HM. In the same house, an item is blocked by a rock. Use your new Streight ability to get the item. In the house next door is a man who'll give you the Good Fishing Rod. With this you can catch two different types of Water Pokémon. To get HM03, which is the Surf HM, you must enter the Safari Zone. For 500 coins, you get 30 Safari Zone Poké Balls, and 500 paces. (A pace is a single square of movement—you'll go a long way with 500. At the far back of the Safari Zone is a house. This is the house where you get HM03. There's only be one man in there, and the inside looks metallic, unlike the other houses in the Safari Zone.

Seafoam Islands

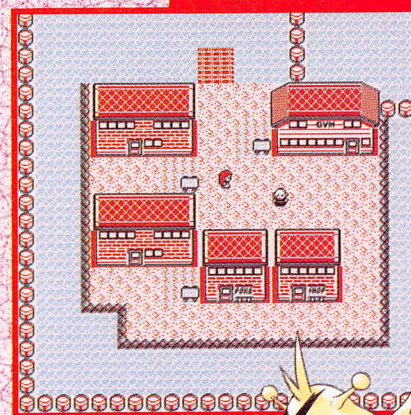
(FUTAGO SHIMA)

To get here, use the Surf ability given to you by the guy in the Safari Zone. There are some other Pokémon trainers to battle on your way to the islands. When you get to the islands, there are only two cave entrances, and only one is accessible—the other is the exit leading to a trail to Cinnabar Island. You'll need your Ultra Balls and Great Balls from Fuschia City because nearly all of the Pokémon you face here are new.

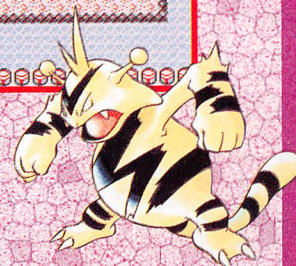
Cinnabar Island

(GUREN TOWN)

This is the location of Blaine's Gym. There's a building here with many assorted items scattered around inside. There are also many trainers to face and many Pokémon not available before, like Koffing. After beating this gym, go back to Veridian City and beat Giovanni's Gym to face the Final Four.



Cinnabar Island



Indigo Plateau

(SEKIEI PLATEAU)

This is the location of the Pokémon League, the ultimate in Pokémon battling. It's accessible only after you have beaten all eight gym leaders.

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Cheat Codes

Expert Level

When you have completed the game, press (A) or (B) on the title screen and the cursor will change from a mushroom to a face. Press START to play a harder version of the game with more, and even tougher, enemies.

Level Select

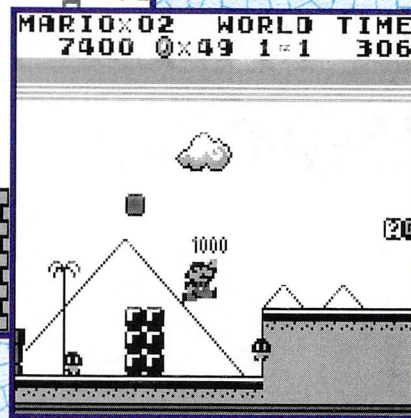
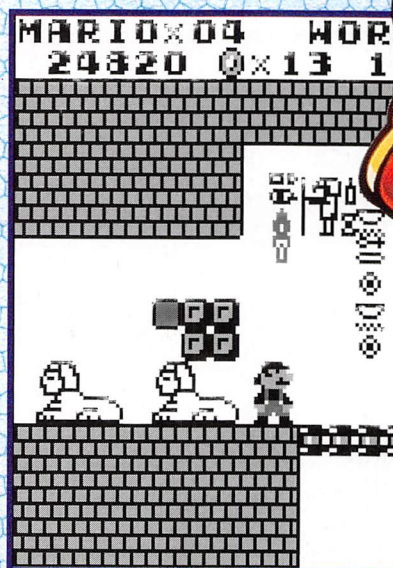
If you complete the game twice in a row, pressing (A) on the title screen activates a level select. Keep pressing (A) to start on higher levels.

Continue

For every 100,000 points you score, you earn one continue. You can have up to nine continues at any point, and when you use one and score another 100,000 points, you get the continue back.

Free Continue

If your game ends on the Easter Island level, keep pressing START when



the words "Game Over" appear. You'll cheat the Game Over and get to continue the game for free. This means that if you're about to finish Easter Island, but you're short on

lives, it might actually be a better idea to deliberately lose so you can start again with a fresh supply.

★★ GENERAL TIPS ★★ GENERAL TIPS ★★

Get Through Narrow Passages

If you're Super Mario and want to get through narrow passages that you can normally only enter as normal Mario, here's a trick that sometimes helps: Crouch down at the entrance to the passageway, and hold ↓ and the direction you want to go in while repeatedly hitting (A).

Free Coins On Level 2

When you start the second level, go left and jump to reveal an elevator. Ride the elevator to access several coins.





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Cheat Codes

Get 99 Lives

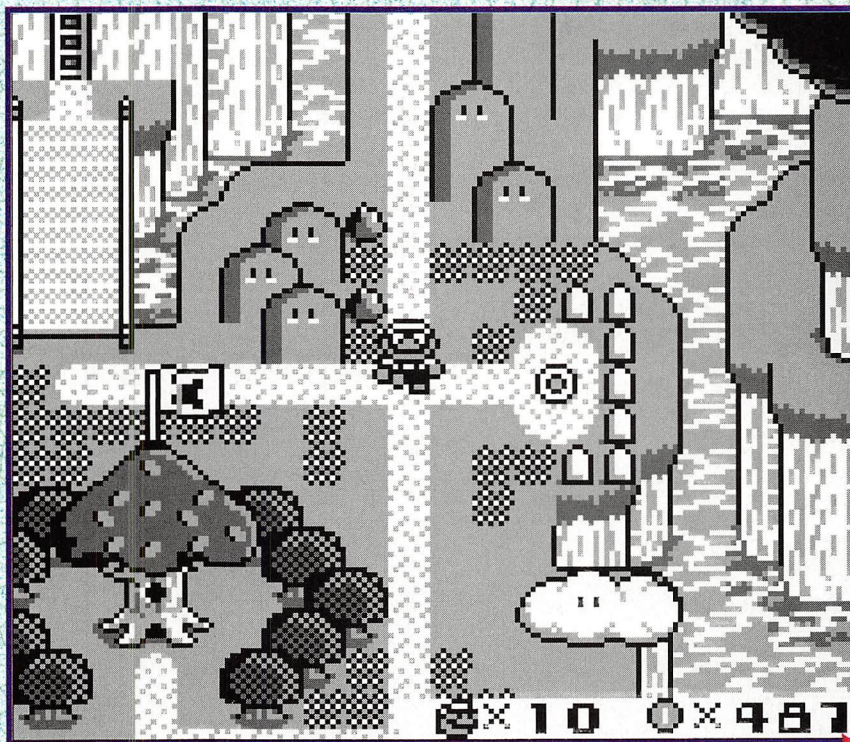
Complete the Hippopotamus and Space Zones. Return to the Hippo Zone, enter the water, and move to the left. Collect the 50-coin bonus and repeat this procedure to accumulate 999 coins. Then use the coins to play the bonus game and gain additional lives. Do this as often as you want or until you've accumulated 99 lives.

Easy Mode

Press SELECT at the pipe screen.

Return To Map Screen

Press START and SELECT to escape the current level and return to the map screen (you must have completed the level first).



93

Control Demo Modes

Leave the game idle on the title screen to begin demo mode. You can now control Mario during the demo mode by pressing these combinations.



Super Mario Land 2

Secret Exits



Press: ↑ and then SELECT for Mushroom Zone
Press: ↑ and A together and then SELECT for Hippo Zone
Press: ↑ and B together then SELECT for Turtle Zone
Press: ↑ and A and B together and then SELECT for Macro Zone

Secret Exits

There are at least six secret exits in the game.

Space Zone Level 1

Touch the midway bell and move right until you get to a wall, then jump. Get on the other wall and keep going up.

Then move right, jumping until you get to a door with a star on it. This is the secret exit.

Tree Zone Level 2

Make sure you have a set of bunny ears. Go to the end of the level as normal, but don't go through the exit. Instead, go left past the pipe, then up the slimy "wall." Go all the way up and kill the enemy at the top. Now fly up and right. Go through the pipe and you'll find another door with a star on top of it. Go through for the exit.

Macro Zone Level 1

This time you'll need a fire flower. Get to the platform that has an ant with a missile launcher on it and kill it. Underneath is a pipe facing upwards. Go up to where the ant was. You should find four hidden blocks somewhere nearby. When you find them, climb on top, shoot the blocks, and go up the pipe, which will take you to the star-marked door.

Pumpkin Zone Level 2

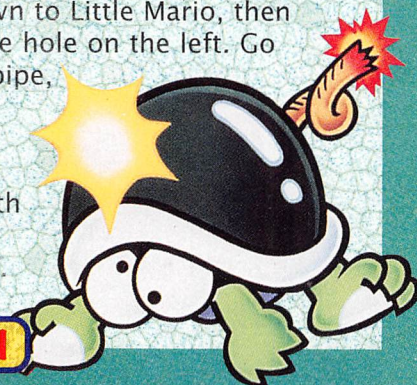
You'll need to have a mushroom. Head to the watery area beneath the one-eyed ghosts. When you come to a hole, go down, then across. Break the blocks and go down a pipe, which leads to the door with the star.

Pumpkin Zone Level 3

You need to have the bunny ears for this one. After you pass the area with the invisible/flashing blocks, go to the place where you would normally go down. Instead, use the bunny ears to fly up to the right, pass the enemy, and go to the door with a star above it.

Turtle Zone

Go down and then up to the dry area. Let the turtle shrink you down to Little Mario, then enter the hole on the left. Go up the pipe, then go right to find the door with a star above it.



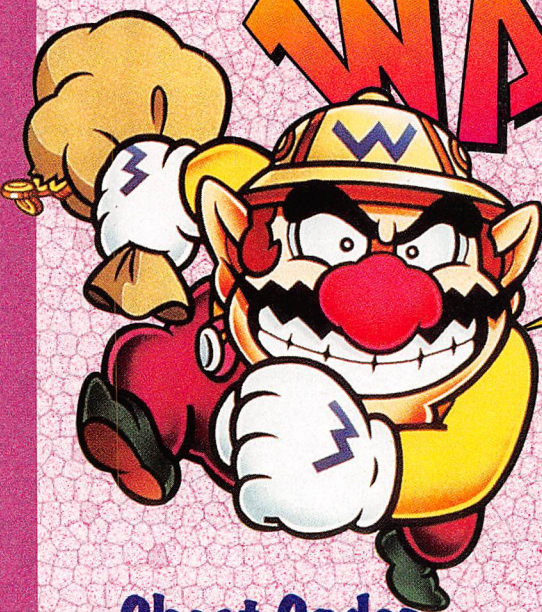
94



WARIO LAND

SUPER MARIO LAND 3

TM



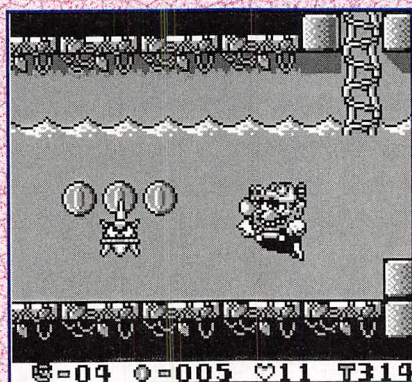
Wario's world is every bit as dangerous as Mario's....

Cheat Codes

Debug Cheat

Press START at any point in the game to pause. Now press SELECT 16 times in a row. You should see a small, square cursor appear on the status bar at the bottom of the screen. If you hold down A and B and use the + Control Pad, you can move the cursor over any of the numbers on the status bar. Now use ↑ and ↓ on the + Control Pad to change the numbers in the box and give yourself up to 99 lives, 999 coins, 99 hearts, or 999 seconds of time.

Also, if you press A and B to get the cursor over the little Wario figure, then press START to unpause the game, Wario will move one place up his "evolutionary" scale. This runs, in order, from Tiny Wario to Hunter Wario (with the helmet who can charge through blocks); then to Bull Wario (with the horned helmet and the increased barging power); Eagle Wario (with the



winged helmet that enables him to glide); and finally Dragon Wario (with the fire-breathing dragon helmet). You can trigger the advance as often as you like, so you can move all the way from Tiny Wario to Dragon Wario by simply repeating the process four times.

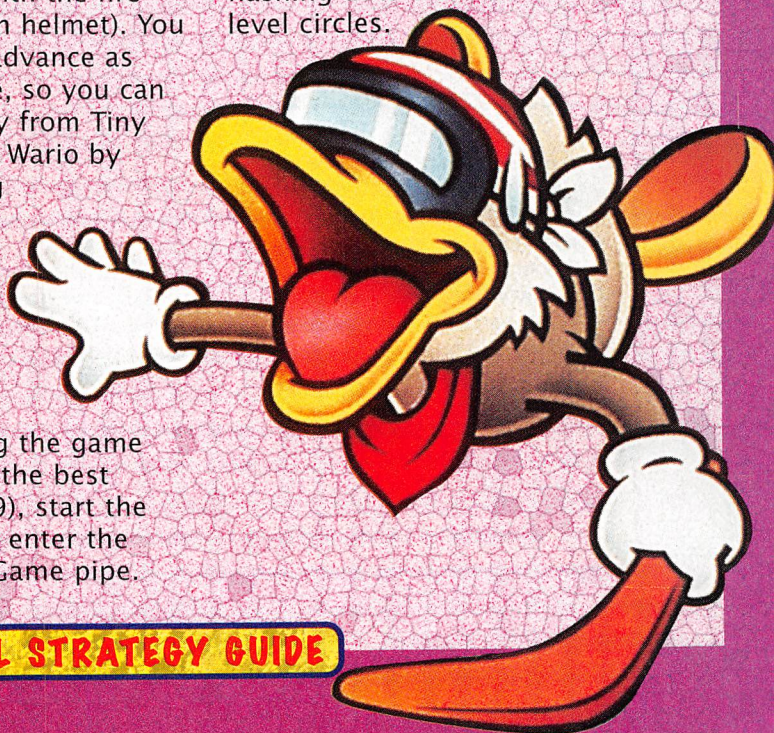
Locate Hidden Treasures

After completing the game without getting the best ending (\$99,999), start the game again and enter the flashing Saved Game pipe.



Levels with unclaimed hidden treasures will be marked with flashing dots on the level circles.

95





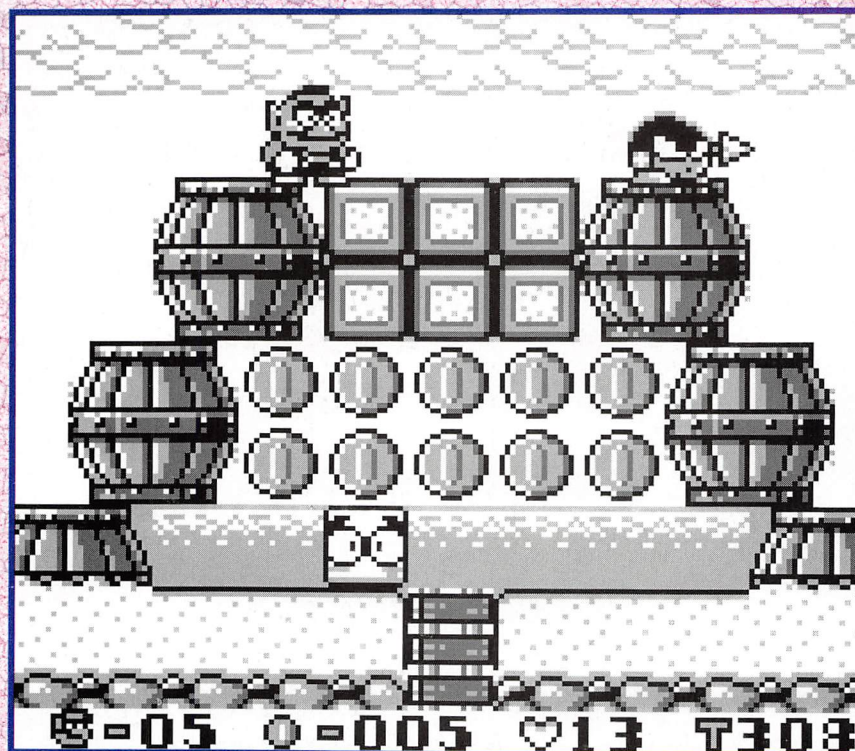
Defeat the Bosses

Level One: Rice Beach

The boss here is the Turtle. The best strategy is to catch him early and hit him on the non-spiked part of his body. You only need three good hits to finish him off.

Level Two: Mount Teapot

Level Two's boss is the Minotaur. He's not too much trouble; just hit him with a body slam, then pick him up and throw him into the ice water.



Level Three: Stove Canyon

Now you have to take on the Devil's Head boss. When he fires missiles at you from his nose, catch them and throw them back at him. Four hits should be enough.

Level Four: S.S. Teacup

The boss here is a bird who shoots little birds at you. Use the

Dragon Pot or hit him on the chest. You'll have to be quick with this one.

Level Five: Parsley Woods

This boss is a little trickier. He's a ghost who's only partly visible, and he'll temporarily paralyze you if he manages to touch you. When he fires his shots at you, jump on them to catch them. Throw them at the ghost to defeat him.

Level Six: Syrup Castle

This castle's boss is the Genie. You need to get some extra height, so throw the pot, making sure it lands the right way up. Jump on it, then jump up to land on the cloud. When the cloud gets high enough, jump on the Genie's head. Repeat the whole process six times to defeat the Genie.

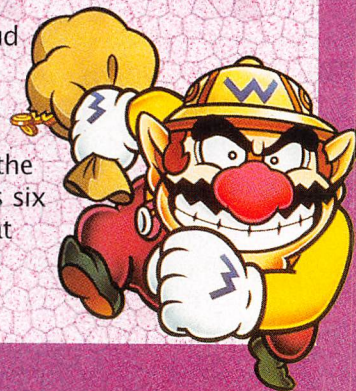
★★ GENERAL TIPS ★★ GENERAL TIPS ★★

Access Sherbet Land Secret Level

On the second level of Mount Teapot, you can find two rats at the end who throw knives at you. Kill them (you'll need to be Eagle Wario at this point, so use the "evolution" cheat if you're not), jump at the arrow of coins, and press **Ⓢ** to use your jet thrust. When you do the thrust, face the way you came from, and you come to a small platform where you bump into a face block and get a heart. Climb on top of the block and face toward the end of the level. Jump across and press **Ⓢ** for another jet thrust. You'll then get to a passage that leads to a door. Go through the door to get to Sherbet Land.

Access Stove Canyon Secret Level

On the second-to-last level on Stove Canyon, get to the last train cart, jump, and hold **←** (you can also use the jet thrust if you're Eagle Wario). Walk on a sun block to reach another platform with another sun block. This leads you to the door to the secret area.



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